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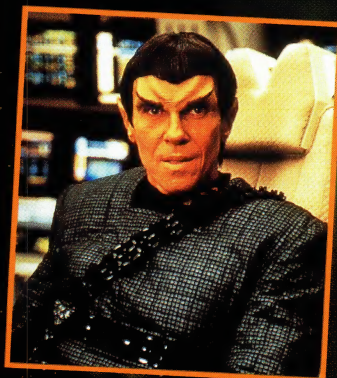
FACT FILES 228



Anatomy of the Borg Queen
Physiology of a remarkable individual

Dr. Bashir and the Dominion
Physician's role in Galactic warfare

Commander Rekar
Stealing a Starfleet vessel



Federation President
Duties and role of a leader

Examining Qatai's Vessel
Small ship on a dangerous quest

ISSN 1364-3983





THE OFFICIAL STAR TREK® FACT FILES



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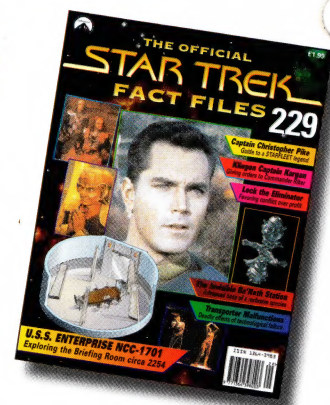
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The Guide to the STAR TREK Galaxy

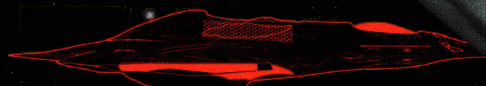
FILE 1 CARD 90

THE 29TH-CENTURY INDEX

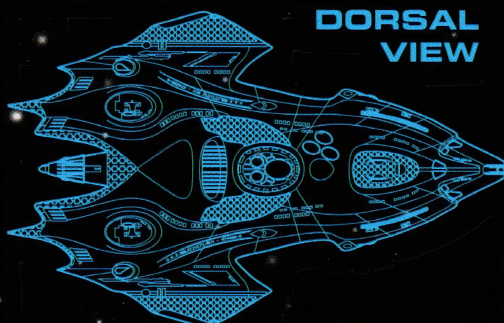
The crew of the *U.S.S. Voyager NCC-74656* are given a tantalizing glimpse of the future during their encounters with Captain Braxton and the 29th-century *U.S.S. Relativity NCV-474439-G*.



FORE VIEW



STARBOARD VIEW

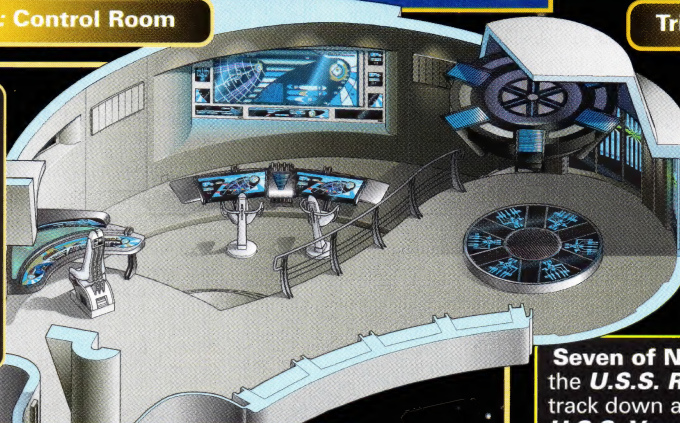


DORSAL VIEW

The *U.S.S. Relativity NCV-474439-G* features an array of sophisticated technology, such as **temporal transporters**.

U.S.S. Relativity: Control Room

The control room of the *U.S.S. Relativity NCV-474439-G* dispenses with the circular arrangement used for the bridges of earlier **Federation** starships.



FILE 31 APPENDIX CARD 4A



The *U.S.S. Relativity NCV-474439-G* is a **Federation Timeship** commanded by Captain Braxton.

FILE 31 APPENDIX CARD 4



The standard issue **tricorder** used by **Federation** personnel in the 29th century maintains many of the design features and control configurations of the 24th-century device, albeit enclosed in a far smaller, and lighter unit.

FILE 66 CARD 1C

Tricorder: 29th century



Braxton's Interference



Seven of Nine is recruited by the crew of the *U.S.S. Relativity NCV-474439-G* to track down a temporal terrorist aboard the *U.S.S. Voyager NCC-74656*.

FILE 5 CARD 29J

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5 29D BRAXTON AND THE AEON

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FEDERATION TIMESHIP AEON

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71 STAR TREK: VOYAGER

U.S.S. Relativity
NCV-474439-G

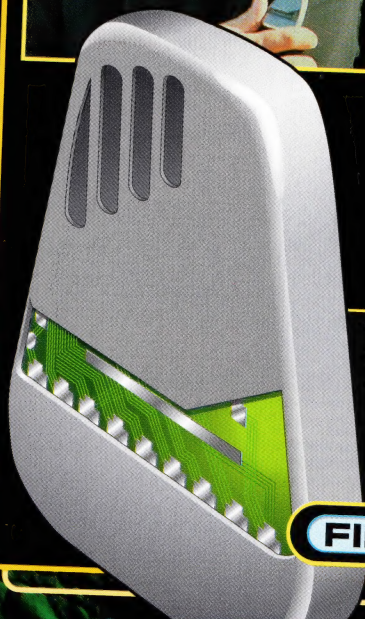
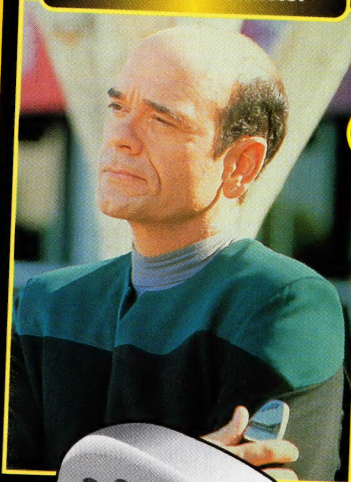
Captain Braxton



The crew of the **U.S.S. Voyager NCC-74656** first encounter **Captain Braxton** when he pilots the **Timeship Aeon** through a temporal rift in 2373.

FILE 43 CARD 84

Mobile Holoemitter



FILE 31 APPENDIX CARD 2

FILE 52 CARD 5

One



A **Borg** drone that utilizes 29th-century technology is created aboard the **U.S.S. Voyager NCC-74656** in 2375.

The **Doctor** acquires a mobile **holoemitter** from **Henry Starling** in 1996. This piece of 29th-century technology allows him to leave the confines of the **U.S.S. Voyager NCC-74656's** sickbay for the first time.

FILE 66 CARD 20

Timeship Aeon

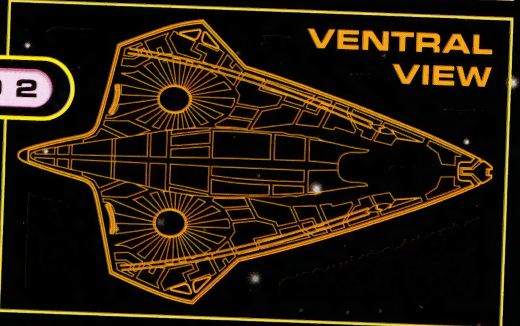
DORSAL VIEW



STARBOARD VIEW



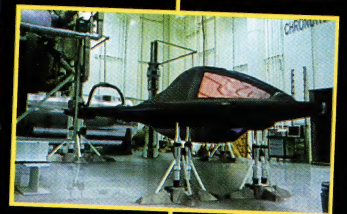
VENTRAL VIEW



Henry Starling



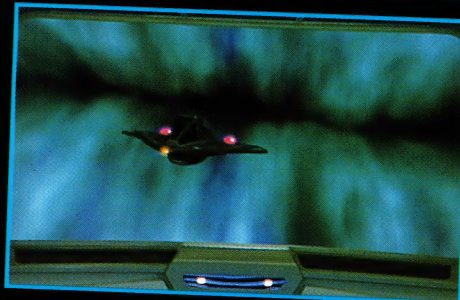
AFT VIEW



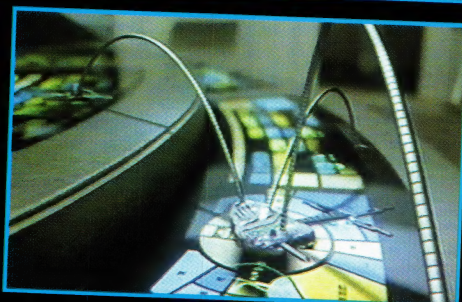
Henry Starling uses the crashed **Timeship Aeon** to build a technological empire in the late 20th-century.

FILE 44 CARD 19

29TH CENTURY STARSHIP LOG: Key episodes



'Future's End', Parts I & II
FILE 71 CARD 48



'Drone'
FILE 71 CARD 93



'Relativity'
FILE 71 CARD 114

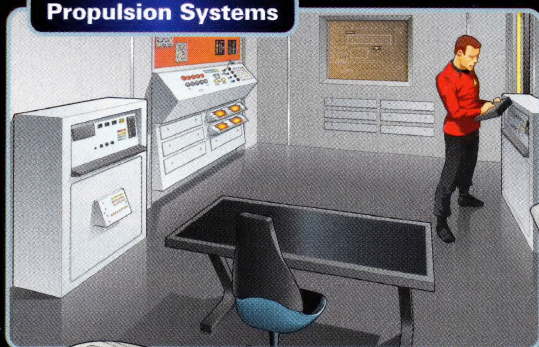
The Guide to the STAR TREK Galaxy

FILE 1 CARD 91

THE PROPULSION TECHNOLOGY INDEX

Many species throughout the Galaxy rely on warp technology to allow them to travel to other worlds. Nevertheless, there are a multitude of propulsion technologies available, from the tried-and-true to the highly theoretical.

Propulsion Systems

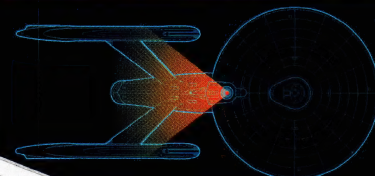


A dedicated **dilithium** crystal control room is located aboard the **U.S.S. Enterprise NCC-1701**.

FILE 20 CARD 2

Federation starships such as the **U.S.S. Enterprise NCC-1701-A** feature both impulse and warp drive systems.

Warp Nacelles and Propulsion Systems



FILE 25 CARD 2A

Warp Nacelles

FILE 22 CARD 8A

FILE 26 CARD 10

FILE 25 CARD 2

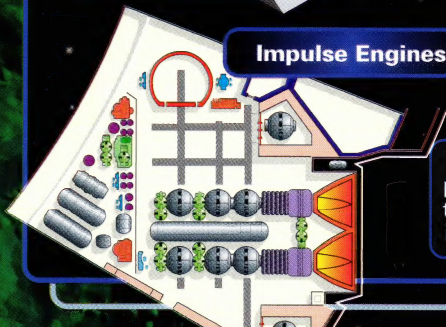
Warp and Impulse Engines

The warp nacelles of the **U.S.S. Voyager NCC-74656** pivot upward just prior to the vessel entering warp speed.

The **U.S.S. Enterprise NCC-1701-E** features the largest warp nacelles to be fitted to a Starfleet vessel.

Nacelle Control Room

Impulse Engines

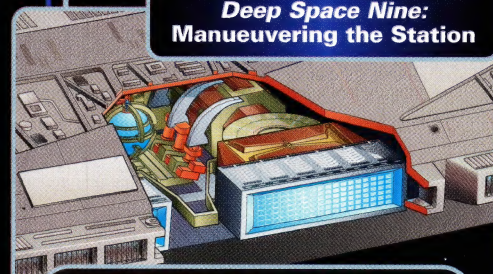


FILE 25 CARD 12

The **U.S.S. Enterprise NCC-1701-D** is powered by four main impulse engines when traveling at sublight velocities. These are located in both the **saucer** and **stardrive** sections.

FILE 29 CARD 3

Deep Space Nine: Manoeuvring the Station



FILE 27 CARD 11

An attempt to move **Deep Space Nine** in 2369 involves establishing a deflector field around the station, thereby lowering its mass, and making the thruster systems more effective.

THE PROPULSION TECHNOLOGY FILES

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Prewarp Technology: Ion Distributer

FILE 64 CARD 5

Earth Starships: Prewarp

FILE 33 CARD 5

Before the creation of warp drive, humanity's spaceships, such as the **Ares IV** in 2032, use **ion distributors** to travel through the solar system.

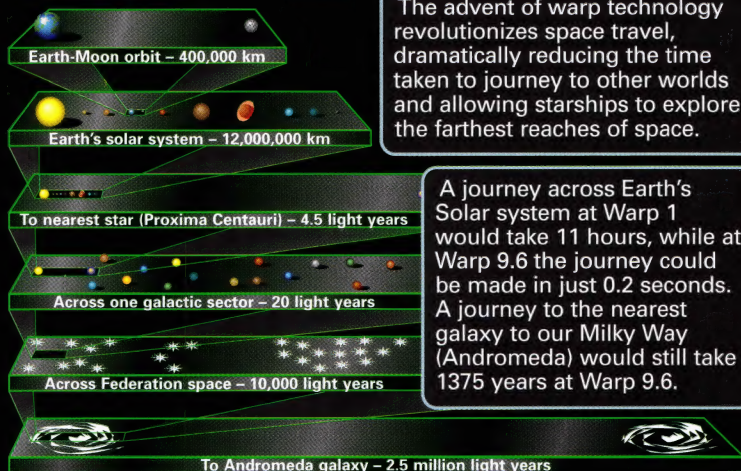
Soliton Wave



The experimental soliton wave propulsion system tested by **Dr. Ja'Dar** in 2368 allows a starship to 'surf' a **subspace** distortion.

FILE 64 CARD 7

Warp Speeds



The advent of warp technology revolutionizes space travel, dramatically reducing the time taken to journey to other worlds and allowing starships to explore the farthest reaches of space.

A journey across Earth's Solar system at Warp 1 would take 11 hours, while at Warp 9.6 the journey could be made in just 0.2 seconds. A journey to the nearest galaxy to our Milky Way (Andromeda) would still take 1375 years at Warp 9.6.

FILE 64 CARD 1

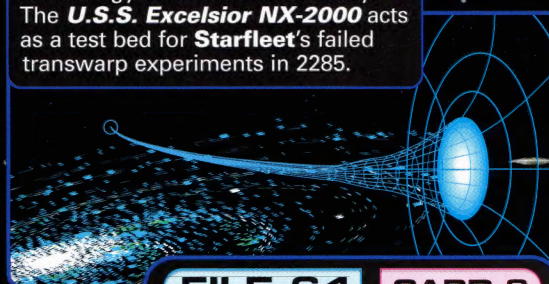
Quantum Slipstream Technology

The crew of the **U.S.S. Voyager NCC-74656** experiment with **quantum slipstream** technology in 2374 and 2375.

FILE 64 CARD 8

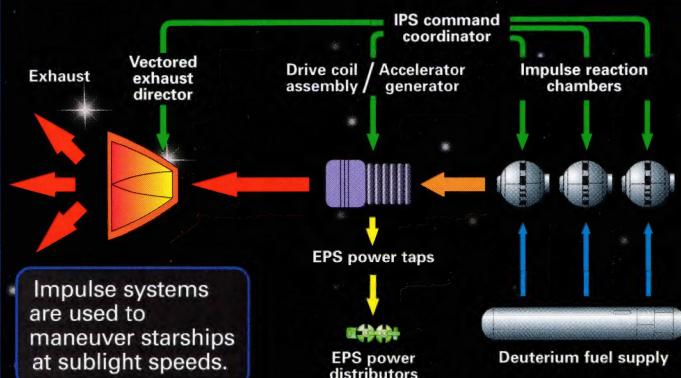
The **Borg** use **transwarp** technology to traverse the Galaxy. The **U.S.S. Excelsior NX-2000** acts as a test bed for **Starfleet's** failed transwarp experiments in 2285.

Transwarp



FILE 64 CARD 3

Impulse Engines

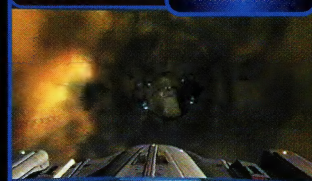


Impulse systems are used to maneuver starships at sublight speeds.

FILE 64 CARD 2

The **Vaadwaur** use a vast network of corridors to traverse the **Delta Quadrant**.

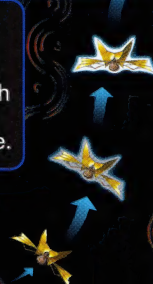
Vaadwaur Corridors



FILE 64 CARD 9

The ancient **Bajorans** used vessels equipped with solar sails to explore space.

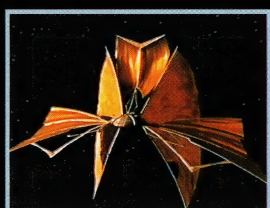
Bajoran Solar Sailing Ship



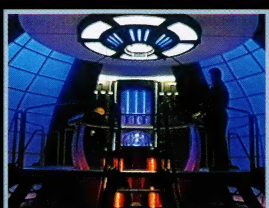
PROPULSION STARSHIP LOG: Key episodes



'New Ground'
FILE 69
CARD 106



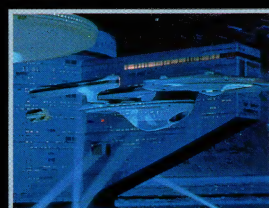
'Explorers'
FILE 70
CARD 63



'Hope and Fear'
FILE 71
CARD 91



'Dragon's Teeth'
FILE 71
CARD 122



STAR TREK III: The Search For Spock
FILE 74



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 1G

ROLE OF THE FEDERATION PRESIDENT



THE UNITED FEDERATION
OF PLANETS

The President of the **United Federation of Planets** holds an important post in Galactic politics, thus ensuring that the **Federation** maintains its position as a benevolent stronghold for its many member races.

The **United Federation of Planets** is one of the most celebrated interstellar alliances of planetary governments in the **Alpha Quadrant**. The organization was formed to allow member worlds to pursue common goals and interests that include mutual trade between nations within or without of the Federation, scientific exploration through the use of **Starfleet** and civilian facilities, as well as various cultural, diplomatic, and defensive endeavors. The Federation was formed in 2161, but its early years were marked by a number of brutal conflicts, and while the majority of long-term hostilities are resolved, traditional enemies of the

Federation still eye its goals with some suspicion, in particular the **Klingon Empire**, and the **Romulan Star Empire**. By the year 2373, the United Federation of Planets consists of over 158 member worlds spread over 8000 light years, with the power to execute decisions resting in the hands of one individual – the President of the Federation.

Elected leader

The administrative office of the President is situated in Paris on the planet Earth, where the elected official has a number of facilities at their disposal, including a **subspace** link to the entire **Starfleet** network, direct channels to the ambassadors of member and non-member worlds,

and conference facilities where they may discuss issues with their advisors. The President is the official leader of the **Federation Council**, the governing body that consists of representatives from all of the member nations based in San Francisco on Earth. All aspects of Federation law and any relevant factors that may have an effect on the running of the Federation are administered by the council, although the President does have the right to make decisions and give orders without discussing the matter with the council if they feel the situation is too volatile or dangerous to throw open to discussion, as in the delicate political climate surrounding the imprisonment of **Captain**



◀ In 2286, the position of **Federation President** is held by a dignified human, who deals with the **CETACEAN PROBE** crisis in a calm and rational manner.

▶ In 2293, the **Federation President** must balance the controversial peace negotiations with the **Klingon Empire** with the desire of **Starfleet Command** officials to mount a rescue operation to retrieve **Captain Kirk** and **Dr. McCoy**.



James T. Kirk and **Dr. Leonard H. McCoy** by the **Klingons** in 2293, when a rescue plan put forward by **Starfleet** would be in clear breach of **Interstellar law**.

political power wielded by the President is considerable, and is combined with the military strength at their disposal through **Starfleet Command**. The office of the President is greatly respected both inside and outside of **Starfleet**, and any attack on the President's office is seen as extremely serious. The President must be wholly familiar with the **Constitution of the United**

Democratic process

The President of the Federation can be elected from any one of the member worlds, and must be an individual of extremely high integrity and honesty. The amount of

DEALING WITH CRISIS SITUATIONS

Devotion to duty

Federation Presidents are noted for their brave actions in the face of adversity. The President of 2286 handles the **Cetacean Probe** crisis with a calm demeanor when Earth suffers an immense environmental catastrophe. His successor chooses to attend the **Khitomer Conference** of 2293, aware that violent attempts have already been made to halt the process.



▶ **Jaresh-Inyo** makes the difficult decision to place **Starfleet** troops on Earth as the **Dominion** threat seemingly increases.

▶ The **Federation President** does not shy away from the threatening presence of the **Cetacean Probe**, and pays close attention to his ranks of **Starfleet** advisors.



▶ **Federation President Jaresh-Inyo** is a stately individual who is perfectly suited to the more diplomatic aspects of his position. In 2372, however, he is confronted with one of the most difficult situations faced by a president, when he must contest with an attempted coup.





The Guide to the STAR TREK Galaxy

FILE 7

CARD 1G

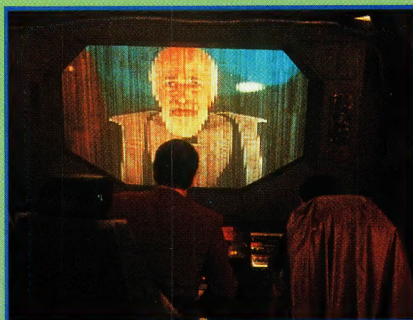


THE UNITED FEDERATION
OF PLANETS

ROLE OF THE FEDERATION PRESIDENT

THE UNITED FEDERATION
OF PLANETS

▶ **The Federation President has the authority to place any member world in quarantine if the planet is subjected to extreme forces that may threaten other life forms.**



Federation of Planets, the historic document that began the Federation in 2161, and outlines all of the rights and civil liberties that all members of the Federation may benefit from. Despite being both the symbolic and practical figurehead of the entire Federation, the President is not above the laws he protects and represents – he is as open to investigation by the **Federation Grand Jury** or **Federation Supreme Court** as any other individual.

An office on Earth

The majority of the work carried out by the President takes place on Earth, where he moves between an ornate office in the city of Paris and the Council Chambers located in San Francisco. This does not prevent the President from traveling to other parts of the Federation, although security is very high

whenever he travels outside the boundaries of his official locations.

Throughout the history of the Federation, the President has been directly involved in a number of vitally important decisions that have shaped the history of Earth, and indeed, the entire Alpha Quadrant, such as the emergency broadcast transmitted in desperation by the President during the massive environmental disturbance caused by the arrival of the **Cetacean Probe** in its search for humpback whales in 2286. This transmission is picked up by the former crew of the **U.S.S. Enterprise NCC-1701** on their return to Earth aboard a **Klingon Bird-of-Prey**, and without the quick thinking of the President, who warns all vessels away, Admiral Kirk's time-traveling mission may not have been successful.

The prospect of environmental ruin for the

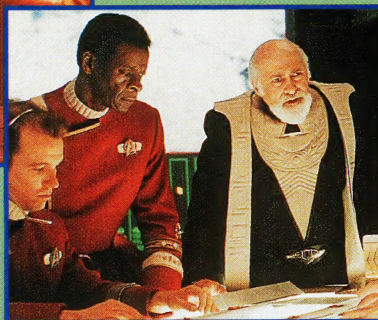
▶ **Most Presidents choose to wear dignified black and white robes while they hold office.**

Klingon Empire thrusts the President of the Federation into a unique position in 2293 when the Klingons make unprecedented overtures for peace toward the Federation.

A new era

Despite being aware of the huge feelings of hostility toward the Klingons by many member nations, and some officials within Starfleet itself, the

▶ **The Federation President listens intently to the Klingon ambassador's passionate demands to extradite Admiral James T. Kirk to Qo'noS in 2286.**



President of the time insists on investigating the possibilities as closely as possible, and struggles to control some of his Starfleet commanders when they want to take the opportunity to crush the Klingon Empire. The President's commitment to peace with the Klingons nearly costs him his life, as Klingon and Starfleet conspirators opposed to any kind of peace

GALAXY FACTS

▶ **The President of 2293 accepts advice from a number of sources, including ambassadors to Earth, and high-ranking officers from Starfleet Command.**

▶ **An attempt to assassinate the Federation President is made at the Khitomer Conference in 2293 by Colonel West, one of his most senior Starfleet officials, who is disguised as a Klingon.**

agreement plot his assassination at the **Khitomer Conference**. The murder of the Federation President by the Klingons would inflame tensions even more following the incarceration of Captain Kirk and Dr. McCoy on **Rura Penthe**, so it is fortunate for both the stability of the Alpha Quadrant and the personal safety of the President that Kirk is able to foil the attempt and uncover the conspirators just moments before the fatal shot is fired.

KEEPING ORDER

Trying times

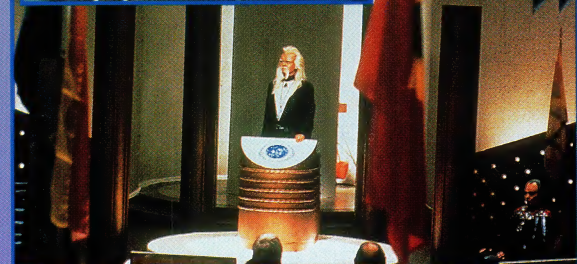
A particularly trying time for the President occurs in 2372, at the beginning of hostilities with the Dominion. Operating under an increasing atmosphere of paranoia, President Jaresh-Inyo is approached by Admiral Leyton, the Chief of Starfleet Operations who is convinced that the Founders are attempting to infiltrate both Starfleet and the Federation Government after the death of 27 delegates at the Antwerp Conference. His attempt to persuade the President to implement security measures that will curtail the civil liberties of citizens and impose martial law are at first accepted as necessary due to an obvious security problem, but Jaresh-Inyo later rescinds these orders when he realizes that the Admiral's measures have been put in place to launch a military coup. The President must be fearless, diplomatic and shrewd – but just as subject to the laws as every Federation citizen.



▶ **Admiral Leyton takes advantage of his position as an advisor to Jaresh-Inyo in an attempt to lead a coup on Earth.**

▶ **Jaresh-Inyo presides over the Federation from a spacious office in the city of Paris in 2372.**

▶ **The President takes great personal interest in matters of importance to the Federation.**



▶ **Despite years of adversity toward each other, the President makes an impassioned plea for a new era of cooperation to begin between the Federation and the Klingon Empire in 2293.**



THE BORG
COLLECTIVE

The Guide to the STAR TREK Galaxy

FILE 15 CARD 8A



THE BORG
COLLECTIVE

ANATOMY OF THE BORG QUEEN

Among a species such as the **Borg**, where each drone has a different configuration in order to allow them to adapt to a variety of situations, the physiology of the **Borg Queen** is quite unique — this sinister being is assembled from a number of separate components that provide her with a striking humanoid form.

The **Borg Queen** is the most important controlling influence over the entire **Borg collective**, bringing order through her thoughts over the chaos that would otherwise exist within the minds of the millions of directly connected **Borg drones**. The Queen is unique amongst the collective due to the vital function that she plays, and while her outward appearance differs to the typical Borg drone, her anatomy retains the unique mixture of organic tissue and mechanical implants.

The Borg Queen is heavily protected within her central alcove, and her greatest difference from the drones she commands is the nature of her physical existence; from assimilation or maturation, a Borg drone will exist as a self-sustaining entity whose body can be adapted for multiple uses through the fitting of external implants,

and on deactivation can be recycled for further use within the collective. The Borg Queen has the ability to function without her body, spending much of her time controlling the collective while in a disembodied state that maximizes her security and integration to the hive mind within the upper section of the central alcove inside her vessel.

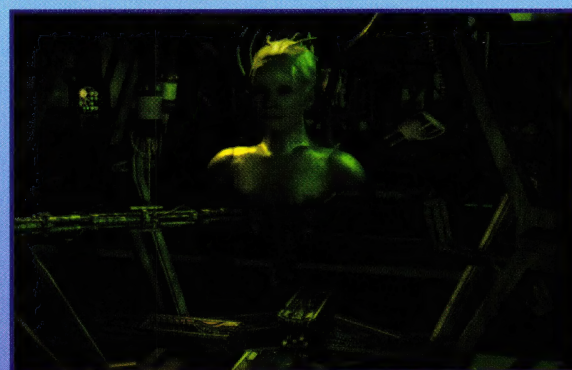
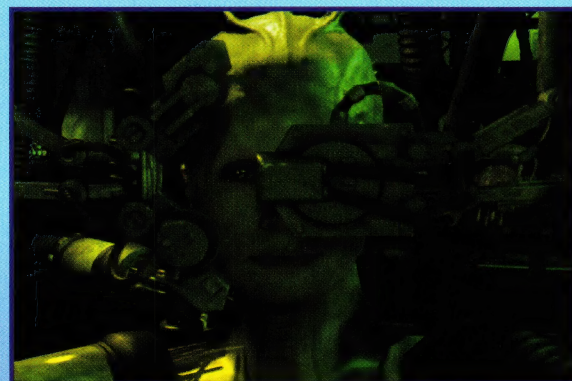
Queen construction

The Borg Queen consists of six separate component parts, five of which appear to be completely synthetic in construction, with only the upper chest and shoulder area combining both living tissue and cybernetic implants. Her upper torso and head are humanoid in appearance, and the neck and shoulders appear to be almost free of Borg components, despite the fact that the skin has a pallid color and is coated in a glistening moisture. The Queen's eyes, ears, nose,

▶ *The component parts of the Borg Queen are securely held by a series of clamps during the assembly process. They are removed when her body is complete.*

and mouth have not been altered by any external cybernetic implants, and she has the ability to communicate through speech, indicating that her vocal cords have been retained within the throat. She also has the ability to instantly send commands to the millions of drones under her command with a thought through her permanent link to the collective consciousness; this ability is not affected

▶ *The upper torso and head of the Borg Queen are the most distinct part of her form. A metallic spinal column can be seen below her truncated body.*



OUT OF BODY EXPERIENCE

Unimatrix Zero

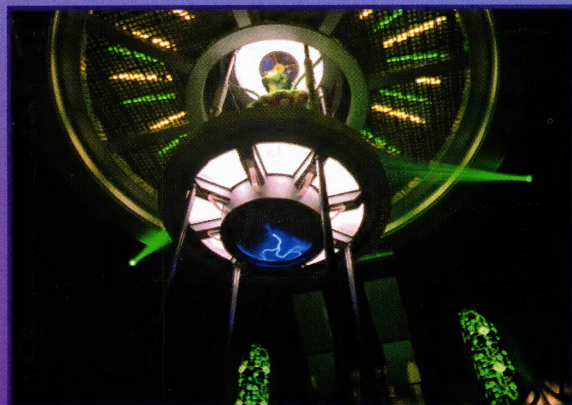
In addition to her disassembled and humanoid configurations, the Borg Queen has also spent time in Unimatrix Zero, an idyllic landscape that exists as a reality only to a small number of drones during their regenerative state.

The Borg Queen enters Unimatrix Zero in early 2377, at the suggestion of Captain Kathryn Janeway of the *U.S.S. Voyager* NCC-74656, in an attempt to understand what it is she is trying to destroy. Unlike the other Borg within this environment, the Queen appears identical to her physical form, indicating that she considers this to be her natural appearance.



▶ *The Borg Queen visits Unimatrix Zero in 2377. Her appearance does not alter from its 'real world' form.*

▶ *The Borg Queen instructs the drones within her chamber to dissect any members of the collective known to have visited Unimatrix Zero. She is intent on finding the interlink frequency that unites the unique reality.*



▶ *The Borg Queen's upper body is safely stored within the ceiling of her vessel when she does not require the use of her humanoid form.*



GALAXY FACTS

▶ The complete construction process – from the first sight of the Borg Queen's head, to the assembly of her lower body, and the releasing of the connecting cables, followed by her first breath in humanoid form – takes little over 30 seconds in its entirety.

by her physical status, and can be issued whether she is occupying her body, or while she is positioned within the central alcove.

Connection to the collective is created through two flexible connecting conduits that plug directly into the upper part of her left and right shoulders – these conduits are also used as part of the reconstruction mechanism for the Queen's body when she needs to operate outside the interior of her alcove. The conduits may also act as a life support mechanism for the Queen when she is contained within the alcove, as following the construction of her body she is often seen to take a deep breath of the oxygen-nitrogen atmosphere that exists within her chamber aboard the vessel. The shoulder section can be quickly lowered into the body waiting directly below, and the Queen has the ability to verbally communicate during this process.

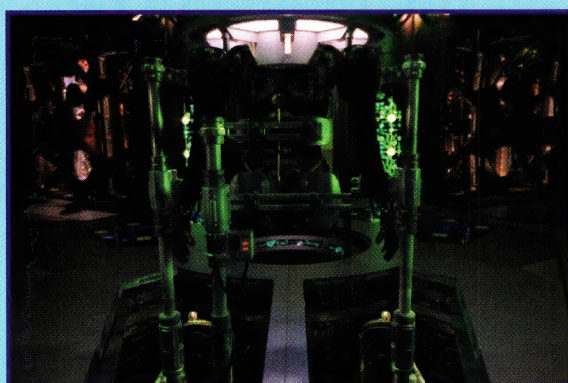
Spinal column

One of the most important implants within the Borg Queen's anatomy can be clearly seen protruding from the rear center of her upper chest – an independently moving metallic sectional spine, measuring over half a meter in length, that integrates itself into the torso section when the head unit is lowered down. The construction of the nine narrowing vertebrae is obviously synthetic, but its shape closely follows the form of the original spinal

The Guide to the STAR TREK Galaxy

FILE 15 CARD 8A

ANATOMY OF THE BORG QUEEN



▶ The assembly process that joins the various sections of the Borg Queen together unites components that are stored in several locations.

cord, and may serve the same function within the body shell of sending impulses to the limbs in order to coordinate the movement of the Queen when she is fully assembled.

Unique design

The fully assembled Borg Queen differs from the typical drone design in a number of ways. One of the most obvious Borg features missing from the Queen is the fitting of an optical implant or series of faceplates on the cranium, with the Queen retaining a humanoid appearance despite the skin discoloration and mechanical body. The Borg Queen does not have externally protruding connector cables between her exoskeletal implants, although she does have a series of looped conduits protruding from the back of her head which connect to a central implanted externalized core running out of the rear of her cranium. Once the head section is lowered into the assembled torso, a series of securing hooks clamp into the flesh and pull the section into the exoskeletal suit in order to form a semi-permanent seal. Once this has been achieved, life support is automatically transferred to the head unit.

The limbs and torso are stored separately beneath

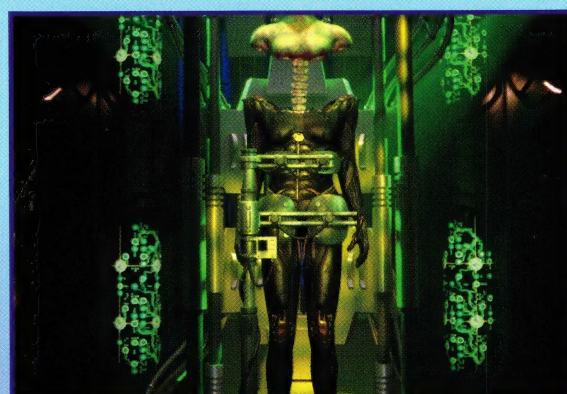
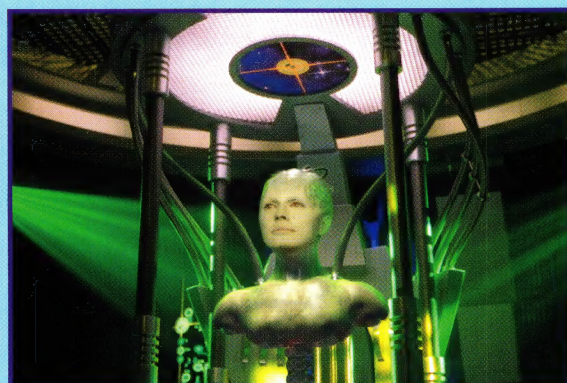
the floor of the central alcove, and the three dedicated assembly armatures are automatically activated by the Queen when required. The left and right legs are located on the lower armature and are clamped into the sculpted, resilient torso unit that is held in place by the second armature; the arm units are positioned simultaneously on the upper armature.

Graceful appearance

Unlike the majority of Borg drones, the Queen does not have any large exterior implants in place of a forearm, and while the Queen's physical size may be relatively diminutive, and her exoskeleton lightly armored compared to the heavier construction of a drone's body shell, the power she commands through her connection to the alcove's systems, and the collective as a whole, offer her significant protection within this environment. The completed Borg Queen is fully mobile once her component parts have been assembled, thus allowing her to move under her own power just as easily as any other humanoid life form within her vessel.

▶ The completed Borg Queen adjusts quickly to humanoid form. She steps down from the central plinth, and surveys her chamber.

▶ A series of cables are used to delicately lower the Borg Queen's head and wriggling spine into the form of her humanoid body.



▶ The assembly of the Queen's lower body is the most rapid part of the process, as the arms and legs are snapped into place in quick succession.



▶ The image of the Borg Queen being assembled into humanoid form is a strangely beguiling sight to behold for those who are brought to her chamber



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

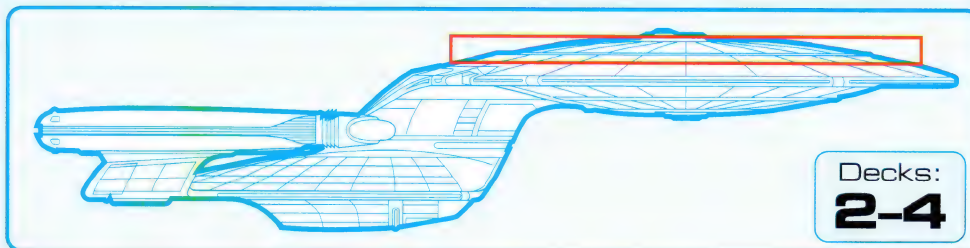
SYSTEM:

DECK-BY-DECK

LOCATION:

DECK 2-4

Decks 2-4 of the *U.S.S. Enterprise NCC-1701-D*'s saucer section contain a number of important facilities, crew quarters, and shuttlebay 1.

Decks:
2-4

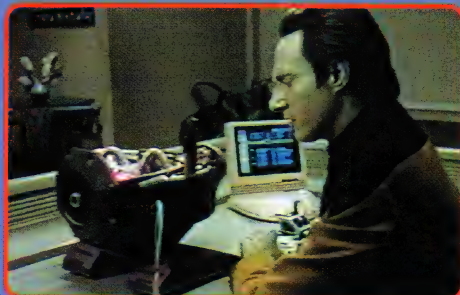
DECK 2

Deck 2 contains a mixture of vital control systems and crew quarters. The deck consists of two sets of concentric corridors through which the crew have access to a number of rooms, as well as several emergency lifeboats arranged on the forward edges of the deck. The double sets of three lifeboats are adjacent to the crew quarters of **Chief Engineer Geordi La Forge** on the port side, **Lt. Worf's** private rooms on the starboard side, and equidistant from **Lt. Commander**

Data's accommodation directly opposite a forward facing crew lounge. A series of emergency lockers are located on the port side of Deck 2, opposite the extendible docking port and elevator column situated on the outer port edge of the deck. An aid station can be reached easily by any of the access corridors on the outer forward edge of the deck, and is located in close proximity to the main **turbolift** stop on the starboard edge.

Situated in the center of the deck are the

Bridge Module Ejection Systems on top of which the Bridge is located. A corridor allows the crew to access the main computer core data trunk. Deck 2 also houses the monitoring station for the environmental systems, ensuring the production of a breathable atmosphere, and the removal of waste products. The environmental systems work in conjunction with the atmosphere systems, located on the port rear edge, to maintain a breathable mixture of gases.



▲ **Lt. Commander Data's quarters feature a workstation where he can undertake private analyses of sensor readings.**



▼ **Geordi La Forge occupies comfortable crew quarters on Deck 2, close to those of other senior officers.**



▲ **Lt. Worf has furnished his quarters with bladed weapons. He shares his rooms with his son Alexander after 2368.**

DECK 3

Deck 3 forms the upper section of **Shuttlebay 1**, the largest shuttlecraft facility aboard the ship, capable of launching, retrieving, and maintaining a large number of shuttles in a series of dedicated bays on Deck 4 directly below. Deck 3 is much smaller than Deck 4, and maintains the oval cross-section evidenced in Deck 2 directly above, but is much larger due to the increasing diameter of the **saucer section's** upper surface; the entire deck is serviced by a series of corridors.

The aft central section of the deck forms the upper half of the main opening to the shuttlebay facility, and houses the strong but flexible **duranium** door that retracts into Deck 3's upper surface during a launch or landing. The doorway is reinforced with a forcefield during shuttlebay activity that prevents decompression, allowing crew and technicians to continue with their duties while shuttles are entering and exiting the bay.

The outer edges of Deck 3 contain a series

of rooms and access areas, and an expansive inner viewing balcony that runs along the forward edge of the deck. Two smaller viewing balconies are situated at the rear port and starboard inner bulkheads of the deck, allowing a complete view of the entire area from a number of vantage points.

Located in the center of Deck 3 running down to Deck 4 is a self-contained complex

featuring the primary shuttlebay control room that faces the main shuttlebay door, and an area dedicated to the programming of the shuttle systems. Situated to the left and right of the shuttle systems programming area are flight crew lounges, with the main computer core data trunk continuing downward through the center of this structure from Deck 2's **Bridge Module Ejection Systems**.



▲ **Shuttlebay 1 makes use of forcefields to ensure that the bay need not be depressurized prior to a shuttle launch.**



▲ **A control booth located on Deck 3 provides an expansive view of the entire shuttlebay facility.**



DECK 4

Significantly larger than the decks situated above it, Deck 4 houses the expansive maintenance and control area dedicated to various shuttlecraft traveling in and out of **Shuttlebay 1**. Retaining the same oval shape as Decks 1–3, the rear of Deck 4 includes the lower half of the main shuttlebay doorway, with the floor of the deck protruding outward to the exterior of the **Galaxy-class** vessel. Large identifying yellow letters clearly show the registration code '1701-D' at the entrance of the shuttlebay just outside the boundary formed by the main shuttlebay door, ensuring that approaching shuttles have visual confirmation of the vessel. Access to the numerous rooms and sections of Deck 4 is via a series of concentric corridors joined by smaller connecting aisles, allowing access to the large number of crew quarters arranged around the outer edge of the deck.

Located directly in front of the crew quarters at regular intervals across the access corridors are several lifeboat stations, allowing rapid access in case of emergencies. Similar ease of access is gained via the numerous evacuation routes designed on the inner corridors to allow personnel stationed within Shuttlebay 1 to reach the lifeboats extremely quickly. In addition to the 88 crew quarters, the outer section of Deck 4 also houses twin **phaser** practice ranges at the rear port and starboard sides, adjacent to areas dedicated to housing the phaser array **EPS** node groups used to power the primary defensive systems.

The inner port and starboard areas of Deck 4 have large areas assigned to the transportation and movement of cargo, with **cargo transporters** situated in identical facilities on opposing sides of the deck. A number of short

aisles allow cargo to be transferred from the cargo processing bays directly in front of the cargo transporters to large internal cargo elevators located within the shuttlebay itself.

Situated in the center of Deck 4 is the supporting structure for the large self-contained column running up to Deck 3. Containing the main computer core data trunk, the lower part of this central structure also houses the main stairwell access to Deck 3 to the front, an emergency **turbolift** shaft on the central starboard side, and a shuttle maintenance bay directly behind the emergency turbolift. The central location of this column allows maximum use of ground space around the control area, with the majority of this section dedicated to shuttlecraft operations and storage.

Vast Interior

The inner section of Deck 4 is deliberately spacious to allow ease of access to the shuttlecraft contained within, and because of the constant movement of shuttlecraft traffic, requires the large amount of height clearance afforded through the lack of structures directly above the main bay on Deck 3.

The bay is overseen by the viewing balcony, and a series of warning signs alerting personnel of variable gravity environments are located around the bulkhead walls, in addition to markings on the smooth floor plating itself. The interior walls are sectioned into a number of separate shuttle fueling docks and housing bays for shuttlecraft when they are not in use. Shuttle antimatter is stored away from the main shuttlebay in a series of rooms located between the lifeboat stations and cargo processing bays.



A series of markings are placed on the floor of the Shuttlebay 1 in order to denote specific shuttle housing bays when these vessels are not in use.

The expansive shuttlebay facility can support a number of different shuttlecraft variations, from the small shuttlepods, to the larger Type-6 vessels.



Deck 4 also houses phaser firing ranges that can be used to improve a crew member's accuracy with the standard Starfleet directed-energy weapon.



See: FILE 25 CARD 13

The shuttlebay floor is kept clear of obstacles, providing an uncluttered landing area for auxiliary vessels returning to the U.S.S. ENTERPRISE NCC-1701-D. Two small freestanding consoles are located on opposite sides of the bay, and a control booth overlooks the entire facility from Deck 3.



See: FILE 25 CARD 29

SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

OPERATIONS STATION

BRIEFING:

FUNCTION AND LAYOUT

The introduction of the role of operations manager to **Starfleet** vessels in the 24th century leads to the majority of vessels including a specific workstation for this vital role. Universally referred to as the ops station – or ops – this dedicated workstation is designed to allow the operations officer to carry out their routine scheduling and resource management duties as well as any number of additional functions required during a mission. The role of **Ensign Harry Kim** aboard the **U.S.S. Voyager NCC-74656** differs from the typical ops duties due to the unusual situation that the **Intrepid**-class vessel finds itself in during their journey through the **Delta Quadrant**, and although the ops station has not been adapted or changed from the original design, Ensign Kim uses the reconfigurable control interfaces to their greatest advantage in order to fulfill the expanded role he finds himself carrying out.

Situated to the rear port side of the main bridge, the ops station is located between an access corridor to the right, and the lower level entrance to the briefing room to the left. This allows the ops officer to quickly take their station on entering the bridge, or directly after a briefing, and the position on the higher rear level gives an excellent view of the viewscreen and all other control stations. The ops station's proximity to the senior command officers allows fast and direct communication, increasing response time to commands during a crisis situation and contributing to the efficient

running of the ship. Ops consists of a main curving console constructed out of light and dark gray panels to the front, and a series of bulkhead mounted display screens and interfaces to the rear, allowing the operations officer to control a wide variety of functions from their standing position, or seated on the high stool that is supplied for long-term comfort during a duty shift.

Symmetrical layout

Similar to the tactical station located symmetrically opposite, the main illumination for the area comes from three strip lights mounted into the upper stepped ceiling support above the bulkhead mounted control panels. The ops station also features a duplicate of the **bioneural circuitry** display built into the corner of the tactical station, with a series of animated readouts showing the advanced circuitry's status on a curved display panel. Located to the left of this control column are the main controls for the **LCARS** and operations management. The angled, wall-mounted display is split into three sections, with operations management controlled from the left and right touch-sensitive controls surrounding the primary **LCARS** display terminal. Directly below this on a smaller display is the **LCARS** system status, giving information on how the computer system is being utilized between departments.

A gently sloping flat bank of controls built into the rear station contains three **LCARS** readouts



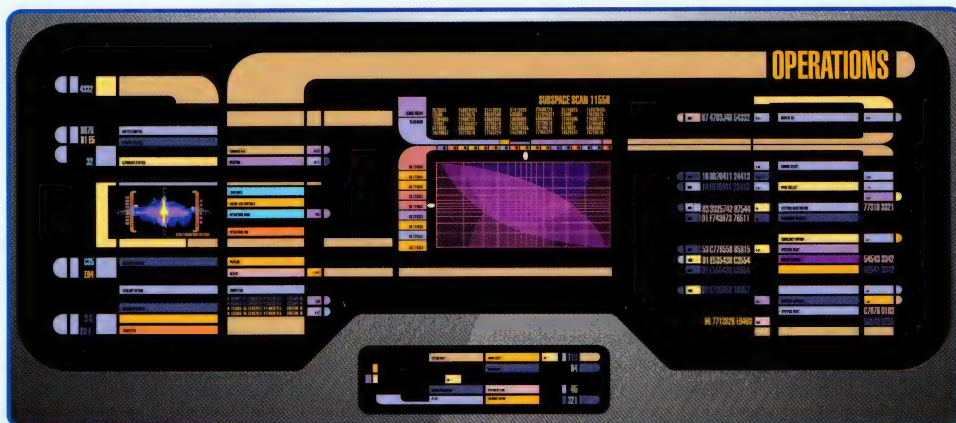
▲ **Harry Kim has served as the operations manager aboard the U.S.S. VOYAGER NCC-74656 since he boarded the vessel at DEEP SPACE NINE in 2371.**

– the left section contains the primary operator keyboard for the station, followed by an overview of power distribution and plasma constriction along with the landing auto-sequence controls. The right side features a second operator keyboard, allowing manual manipulation of controls if required.

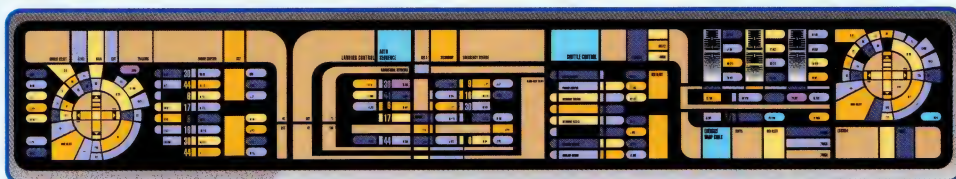
The majority of work is carried out on the forward-facing main console that contains a series of individually mounted panels set in the downwardly sloping upper surface. Working from left to right, the small panel containing touch-sensitive controls is the primary department status monitor that provides updated information on departmental and mission-specific priority and resource requests.



▲ **The operations station aboard VOYAGER retains a similar layout to the tactical station located on the opposite side of the bridge. The various controls are arranged in a logical fashion, and a low-backed stool is provided to ensure that the officer manning the workstation can complete their duty shift while either standing or being seated.**



▲ The display unit located on the back wall of the operations station features the primary LCARS display terminal. The smaller touchscreen unit located beneath it shows the LCARS system status, which keeps the operations manager aware of computer usage.



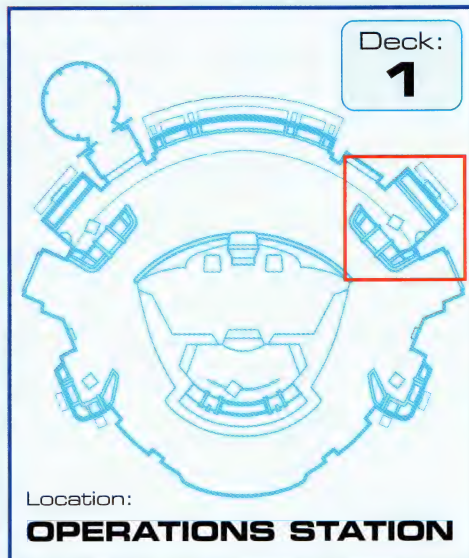
▲ The horizontal bank of controls located beneath the LCARS system status display on the rear wall provides the duty officer with a detailed analysis of power distribution aboard VOYAGER. Controls relating to the ship's landing procedures are also located here.

The small, horizontally angled mounted panel to its right is one of two contingency systems panels, with the other located in the opposite corner of the main console on the far right. These two panels are connected to a dedicated computer subprocessor intended to serve as a backup in the event of a primary systems failure, and are a continuing example of Starfleet's multiple redundancy design within its bridge systems.

System usage

The three larger panels located in the center of the main console feature the ops officer's main monitoring and control systems, allowing them to instantly appraise resource activity and usage aboard *Voyager*. Activity monitor one on the left side coordinates mission specific activities, assessing the needs of different

departments and the distribution of the ship's available resources, either automatically or after consideration by the operations officer. This console also includes the subsystem for energizing **phasers**, although this is duplicated on the tactical station. The large rectangular display in the center of the main console monitors current resource inventory and demand, giving an instant overview of what resources are available for use and which departments are requesting access. The panel to the right of this central station is a secondary LCARS operator panel, allowing the ops officer to access LCARS information without having to turn to the primary displays directly behind them. This panel also features a **photon torpedo** launch control, again duplicating some of the functionality of the tactical station in case of an emergency.

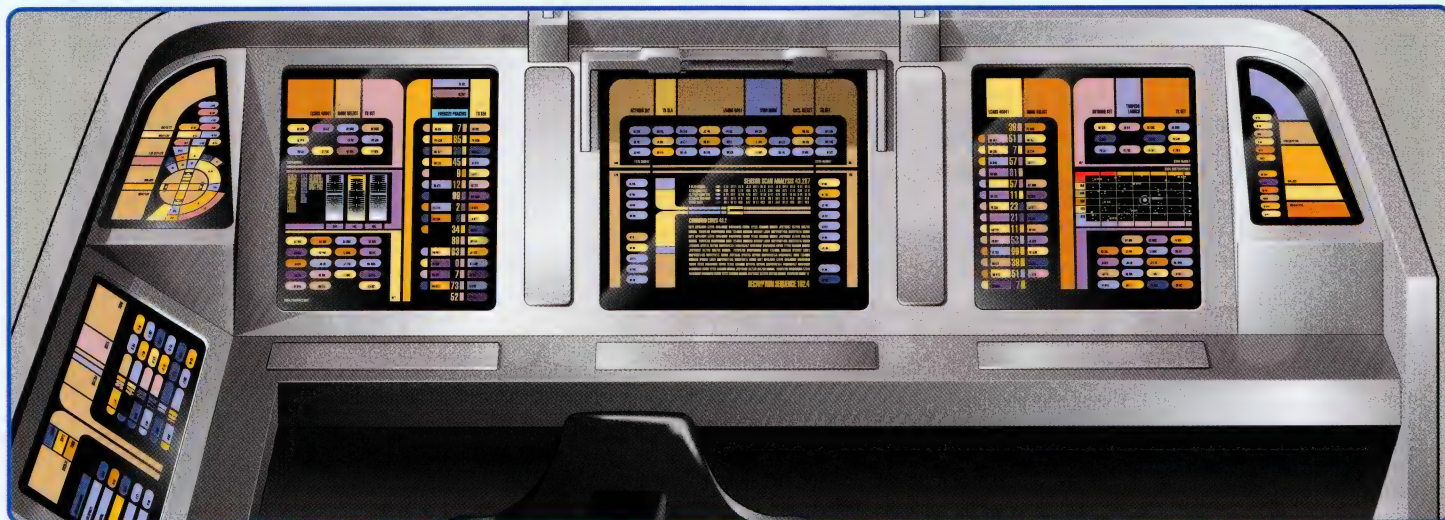


▲ The operations station has sufficient room for a second crew member to oversee the actions of the duty officer.



▲ A bioneural circuitry display is located prominently in the corner of the operations station booth.

OPERATIONS STATION: FORWARD CONSOLE



▲ The forward station curves round toward the bulkhead on the lefthand side, enclosing the duty officer within a distinct booth; an opening is located on the righthand side through which access is provided to the workstation. All of the controls located within the operations station console on the bridge of VOYAGER utilize the familiar Starfleet touchscreen interface technology.

Dr. Bashir and the Dominion

First Contact with the Dominion in 2370 signals five years of uncertainty, anxiety, and ultimately war for the Federation and its allies. Many of Starfleet's officers are caught up in the struggle, but few as closely as Dr. Julian Bashir.

Julian Bashir is in the front line of many significant Starfleet encounters and engagements in his capacity as chief medical officer of *Deep Space Nine*, and has a great deal of contact with the Dominion during the years of cold war and open conflict with the Alpha Quadrant, both in combat and in more unusual ways.

Bashir is aboard the *U.S.S. Orinoco NCC-72905* when the first ominous example of the Dominion's strength and ruthlessness is demonstrated at the end of 2370. He and Major Kira Nerys pilot the *Runabout* into battle against Jem'Hadar vessels, and they witness the destruction of the *U.S.S.*

Odyssey NCC-71832, even though the *Galaxy*-class ship is in retreat at the time.

Facing the enemy

In 2371, Bashir is assigned to the newly-commissioned *U.S.S. Defiant NX-74205* on a mission to venture into the Gamma Quadrant in search of the homeworld of the Founders; the power behind the Dominion. The doctor is captured, along with many of the bridge crew, and subjected to an illusory scenario to gauge how Starfleet will respond to a Dominion attempt to gain a foothold in the Alpha Quadrant.

Bashir's medical skills bring him into contact with the Dominion on more than one occasion, with wildly varying results. In 2372, he and Chief Miles O'Brien

A DOCTOR IN WAR TIME

2370: Bashir witnesses the Dominion's first offensive against the Federation.

2371: Captured by the Founders.

2372: Attempts to free a group of Jem'Hadar from their addiction to ketracel-white.

2373: Held captive in Dominion Internment Camp 371.

2375: Takes part in the final battle of the Dominion war.



▲ Dr. Julian Bashir proves to be an exemplary officer during the war with the Dominion, carrying out his medical duties efficiently and with compassion.

are captured by a group of renegade Jem'Hadar soldiers on the planet Bopak III. The Jem'Hadar First, Goran'Agar, is free of his species' genetically-engineered addiction to the drug ketracel-white – a condition the soldier believes is an effect of the planet's environment. He wants Bashir to help free his men of their

dependence on the drug.

Medical ethics guide Bashir on this matter, as on many others. The Jem'Hadar are enemies of the Federation, but the obvious suffering of the soldiers undergoing ketracel-white withdrawal brings his compassion to the fore. He also sees the prospect of freeing the Jem'Hadar race from the

control of the Founders.

The doctor is ultimately unsuccessful in his attempts, however. He believes that a genetic element in Goran'Agar's individual biological makeup is responsible for his release from the addiction, and further research is frustrated by O'Brien, who destroys Bashir's work to force him to attempt escape.



★ First battle

Bashir and Kira take part in a mission to the Gamma Quadrant in 2370. They look on in stunned silence as the Dominion destroys the *U.S.S. ODYSSEY NCC-71832*.

A TIME OF CONFLICT

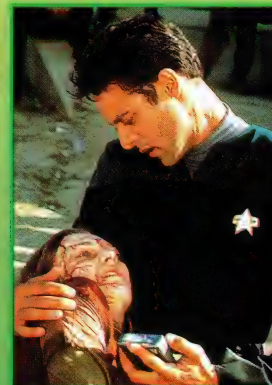


★ Friendship

Despite the continuous conflict of the Dominion war, Dr. Bashir finds the time to care for his friend, Garak.

★ Freedom

Bashir pledges to assist Goran'Agar free a battalion of Jem'Hadar warriors from their addiction to ketracel-white.



★ New beginning

Despite the fact that he fails to cure the horrific Teplan blight, Bashir can take solace in the fact that future generations will be free of the disease.

Concerted efforts

This lack of medical success perhaps spurs Bashir onto greater efforts when he is confronted later the same year by another medical crisis caused by the Dominion. He commits himself to finding a cure for the Teplan blight, a scourge that afflicts an entire race on a planet in the Teplan system.

This excruciating and certain death, often at a young age, was introduced by the Dominion as an

Dr. Bashir and the Dominion



★ Determined

Bashir vows to find a cure for the crippling synthetic virus that threatens to kill Odo in the final year of the Dominion war.

example to other races of how resistance is punished. Bashir is unable to find a cure for the blight per se, but his research does reveal a way to inoculate babies in the womb, thus ensuring the survival of future generations.

Saving the enemy

Bashir later tries to find a treatment for a virus that deliberately targets Changelings. It is a product of the shadowy Starfleet department **Section 31**, and although the doctor is unsuccessful in his research, he manages to acquire the cure by luring Section 31 operative **Luther Sloan** into a trap to retrieve the formula from his mind.

A medical conference on **Meezan IV** is the venue for a different kind of encounter between Bashir and the Dominion, when the doctor is kidnapped and replaced by a Changeling. It is not the first time Bashir has been copied – in 2371, a Founder loose aboard the *Defiant* masquerades as the doctor in an effort to throw suspicions onto others – but this time he is held prisoner for more than five weeks.

The time he spends in Barracks 6 of **Dominion Internment Camp 371** in mid-2373 is one of the greatest tests of Bashir's character. He is badly treated by his Jem'Hadar captors, and at one point spends five days in solitary confinement for complaining about a cut in rations.

He joins forces with other prisoners from the Alpha Quadrant – including the **Cardassian**



★ Shock treatment

Bashir elects to enter the mind of Luther Sloan in an effort to find a cure for the Changeling disease.



Enabran Tain and the **Klingon General Martok** – to rig a distress signal. He later engineers his group's escape by remotely activating the transporter aboard the orbiting *Runabout* of new prisoner **Lt. Commander Worf**.

The Bashir Changeling meanwhile wreaks havoc aboard *Deep Space Nine*, where it is party to all top-level briefings. It sabotages the station's emitter array to prevent the **Federation** sealing the **Bajoran wormhole**, and plants a **trilithium** bomb in the *Runabout U.S.S. Yukon NCC-74602*. Its suicide plan to destroy the **Bajoran** sun is only averted

★ Farewell to a friend

Bashir joins some of his friends in a mission to secure Jadzia Dax a place in the Klingon afterlife.



★ Locked away

Bashir is lucky to survive the period of time he is held captive in DOMINION INTERNMENT CAMP 371 in 2373.

by the intervention of the *Defiant*.

War between the Federation and the Dominion breaks out only a few months after this incident, and Dr. Bashir finds himself assigned full-time to the *Defiant* following *Deep Space Nine's* occupation by the enemy. He later joins a mission to destroy Dominion shipyards at **Monac IV** of his own volition, to help ensure the entry of the recently-deceased **Jadzia Dax** into **Sto-Vo-Kor**, the **Klingon** afterlife.

Healing the enemy

His role in many bloody battles leaves an indelible mark on the increasingly grim Bashir, though his medical expertise is again called



★ Saving lives

The Hippocratic oath instructs Bashir to administer medical attention to anyone in need, even enemies during times of war.



★ Determining strategy

Bashir's efforts with genetically-enhanced humans lead to a number of surprising strategies.

upon in early 2374, this time to save the life of an injured **Vorta**.

Bashir's status as a genetically resequenced human leads him to work with other 'mutants' later the same year to help determine Starfleet's strategy in the war. They discover that the Dominion wants control of the **Kabrel system** to establish a new supply of ketracel-white, and recommend they be allowed to have it, otherwise they will have no choice but to launch a full-scale attack. It is uncertain how many of the doctor's detailed recommendations are taken onboard by **Starfleet Command**.

Bashir has been present at many key encounters with the Dominion, and he serves, appropriately, in the final armada that sees the Alliance troops break through enemy lines and force the Founders' surrender in late 2375.

"What makes Goran'Agar different from the others? He's not addicted to the drug . . . And if the Jem'Hadar begin to think for themselves, the Founders could suddenly have no army to carry out their orders." — Dr. Bashir sees hope in a rogue Jem'Hadar troop

ACCUSED

A Dominion spy?

In 2374, Bashir is accused of being an agent of the Dominion. Director Sloan of Section 31 cites Bashir's past involvement with the Dominion – for example, the fact that he tried to help the Jem'Hadar on Bopak III, and his fortuitous escape from Internment Camp 371 – as evidence.

Sloan's case is so compelling that Bashir believes that he may have been secretly conditioned by the Dominion. He is almost convinced when he is 'rescued' by the enemy, but the scenario is revealed as a holographic ruse staged by Sloan in an attempt to recruit Bashir to Section 31.

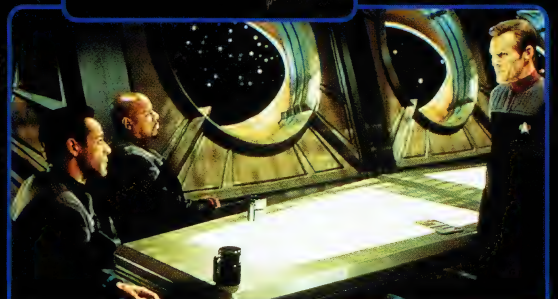
▶ Suspicions

Director Sloan suggests that Dr. Bashir may be working for the Dominion without his knowledge.



◀ Uneasy

Bashir cannot believe that he would work for the Dominion before learning that it is a Section 31 plot.



Crewman Tal Celes

Crewman Tal Celes appears to have slipped through the cracks of the well-oiled machine that is the *U.S.S. Voyager NCC-74656* crew — until Captain Kathryn Janeway takes it upon herself to help the easily-intimidated young woman find faith in her own abilities.

Tal Celes is one of Captain Kathryn Janeway's 'lost sheep' — a *U.S.S. Voyager NCC-74656* crew member who does not feel

comfortable or supported on the tight-knit ship. Her work consistently falls below the standard expected on a **Starfleet** vessel — so much so that she is singled out in a shipwide efficiency analysis conducted in 2376.

The slightly-built Celes wears her brown hair in a tidy bun, while the small ridges across her nose denote her **Bajoran** heritage. She is a non-commissioned Starfleet officer, meaning that she preferred to sign on as a crew member rather than attend **Starfleet Academy** and become an officer. She

was accepted onto *Voyager* by Captain Janeway because her work showed evidence of unconventional thinking.

Celes has never been a natural studier; rather, she only made it through the Starfleet training courses she undertook by cramming for every exam. She also believes that she scraped by on a sympathy vote: the fact that the **Federation** was so eager to have Bajorans in Starfleet meant that they gave her the benefit of the doubt.

Menial duties

Scraping through is not enough on *Voyager*, however, particularly as Celes's superior is the unforgiving **Seven of Nine**. The ex-Borg drone complains that the NCO's work as a grade three

PROFILE ON TAL CELES

NAME: Tal Celes

RANK: Crewman

LIFE FORM: Bajoran female

STATUS: Assigned to the Astrometrics lab aboard the *U.S.S. Voyager NCC-74656*.

REMARKS: Celes's apparent poor performance aboard the *U.S.S. Voyager NCC-74656* is due to a lack of confidence in her own abilities.

FIRST SEEN: 'Good Shepherd' [VOY]

▶ Tal Celes fears that she cannot be trusted with any degree of responsibility aboard the U.S.S. VOYAGER NCC-74656.



THE WEAKEST LINK

★ Best behavior

Tal Celes attempts to impress Captain Janeway, but her calm demeanor cannot hide her inner crisis of confidence.



★ Finger of blame

Seven of Nine holds Tal Celes responsible for astrometrics' poor performance in her shipwide efficiency analysis.

★ Shock assignment

Tal Celes and her friend William Telfer are left aghast when Captain Kathryn Janeway personally assigns them to an away mission in 2376.



PADD of specifications to **B'Elanna Torres** in Main Engineering, and even goes so far as to request her reassignment.

Celes's poor work means

she cannot pass even the general proficiency requirements to join an away team. She would, in any usual Starfleet situation, be reassigned from starship duty as one of the handful who do not make it through their first year in space, but the unique situation facing *Voyager* and its crew — stranded some 70,000 light years from home in 2371 — does not allow for this. Ship and crew are stuck with each other.

Celes's wretched self-image means that she doubts herself as much as everyone else does. She recognizes that she makes mistakes every time she reports for duty, and so it is right that someone is always looking over her

★ Lacking confidence

Celes cannot believe how she reacts to Captain Janeway, and relates to Telfer how foolish she must appear.



Crewman Tal Celes



★ **Befriending Janeway**
Celes finds Janeway to be an amiable companion, and is able to express her self-doubt to the captain.

★ **Sensor analysis**
The away mission brings out the best in Celes. She finds herself growing in confidence as the situation worsens.



★ **Quick-witted**
Celes leaps into action to scan an alien parasite that attaches itself to Telfer. She completes a number of quick sensor analyses.

★ **Conflict**
Celes finds Mortimer Harren to be an unlikeable individual, but she has little difficulty in relating her feelings to him.

shoulder. She feels that her incompetence is not a problem, as the ship is protected from her mistakes by the more capable people around her – but the flipside of this coin is that she does not feel she deserves to be on *Voyager* or belongs in any way. The ship is just somewhere that she lives.

Unnecessary panic

Celes panics whenever she cannot complete an assignment – such as interpreting four hours of **subspace** infrared data – and falls back on the unhealthy cramming philosophy that has so far served her well. She works through the night in her quarters, and even retains the childish habit of using a torch under the sheet in her bunk to prevent waking up her room mate.

One of Celes's life lines is her friendship with **William Telfer**, a fellow crewman who does not quite fit the mold. His forte is his technical knowledge and application, and he is often the last resort for Celes in the depths of the night. She pleads with him in whispered conversation over the conn to meet her in the mess hall so they can work together. Telfer, for his part, uses Celes as a sounding board for the symptoms of his latest hypochondriac illness.

Celes is able to relax more around Telfer than anyone else aboard *Voyager*. This marks a change from her usually nervous demeanor around other people, particularly superior officers. She makes something of a fool of herself in her eagerness to please, at one point thanking Janeway profusely for the recommendation of a pasta soup for lunch.

These foibles do not blind the captain to the potential that she first recognized in Celes, however. Janeway assigns her, William Telfer, and a third underachieving NCO, **Mortimer Harren**, to an away mission under her own command, in the hope that she will



"To you, this is nothing but data. To me it's a monster with fangs and claws. In my nightmares I am chased by algorithms." — Tal Celes relates her doubts to crewmate William Telfer

be able to make a connection and personally encourage these crew members to achieve their best.

New assignment

Celes's task on the long-range **Delta Flyer** mission is to run an ongoing sensor analysis of a **Class-D** cluster containing numerous gas giants and tantalizing spatial anomalies. Janeway starts out by double-checking every reading taken by Celes, but the opportunity to work in a more relaxed environment and responsible

position gives the young woman a dose of confidence.

The mission goes badly awry when the **Delta Flyer** collides with a **dark matter protocomet**, but the crisis situation brings out the best in Celes. Janeway is able to delegate a number of vital tasks to her, and she rises to the challenge. The young crew member even finds her voice and refuses to abandon Janeway and the *Flyer* in an escape pod. She wants to help, and finally she feels that she can.

The Tal Celes who is eventually



★ **A new beginning**
Celes is safely returned to **VOYAGER**, undoubtedly with a renewed confidence that will serve her well in the future.

rescued along with the others by *Voyager* is still the same person she was three days before, but at least she has caught a glimpse of her own potential.

COURAGE UNDER FIRE

Gaining confidence

Celes handles the **Delta Flyer**'s impact with the dark matter protocomet and the subsequent failure of the warp drive and impulse engines calmly. She continues to do her job and delivers sensor readings throughout the ordeal.

She later appears to surprise herself by suggesting that the piece of hull ripped away might contain the quantum signature they need to verify the existence of the protocomet. The results of this are inconclusive, but Celes's suggestion remains a logical and inventive one, and Janeway recognizes it as such.

Taking note

Captain Janeway personally checks Celes's work during the early part of the mission, but later comes to trust the young Bajoran's skills.



Skilled

The danger that the away team are confronted with during their mission provides Celes with a degree of confidence in her skills that has been lacking in her everyday duties.



FILE 49 ROMULAN PERSONNEL

Commander Rekar

The Romulans are known for their daring, but the theft of an experimental multivector assault craft from Starfleet in 2374 requires particular enterprise. Commander Rekar is the man chosen to head this extraordinarily bold mission.

The Romulan military has given rise to many patriots of great resourcefulness and nerves of steel. **Commander Rekar** demonstrates these qualities in abundance when he is sent on one of the most daring commando missions ever undertaken by the **Romulan Star Empire**.

The commander is tall, with his dark hair styled in the mop style favored by his race. He also wears the standard uniform of the Romulan military, with a strap from left shoulder to right hip for his **disruptor** holster. He is a surly character whose sole concern appears to be the successful prosecution of his assignment.

Rekar commands a crack guerrilla unit of 26

Romulans. In mid-2374, he is sent to hijack a prototype **Starfleet** vessel, the **U.S.S. Prometheus NX-59650** on its test flight and deliver it into his government's hands. The fact that he almost manages this is a testament to his meticulous planning and shrewd command skills.

Ruthless hijack

Rekar refuses to leave any of the *Prometheus* test crew alive. This is ruthless, but necessary according to the commander. He has had experience of the resilience and stubbornness of human beings, and he cannot take the risk that one of them might interfere in some way.

Rekar takes to the command chair naturally, looking quite at home. He is a very able leader, and obviously has the full trust and support of the Romulan government to be handed such a delicate and vital mission, but he also inspires confidence in those under him, including his second-in-command,

PROFILE OF REKAR

NAME: Rekar


LIFE FORM: Romulan male

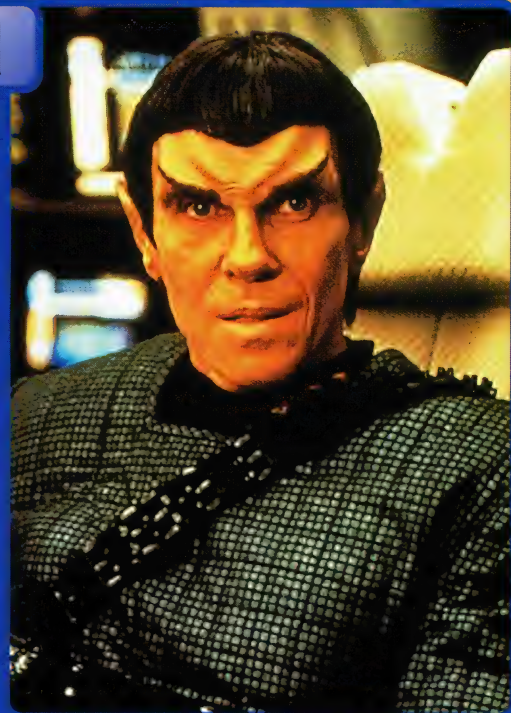
RANK: Commander

STATUS: Currently in Federation custody after attempting to steal the **U.S.S. Prometheus NX-59650**.

REMARKS: Rekar's cold-blooded murder of the *Prometheus's* Starfleet crew, and his dispassionate view of his comrades, suggests that he cares little for the welfare of others.

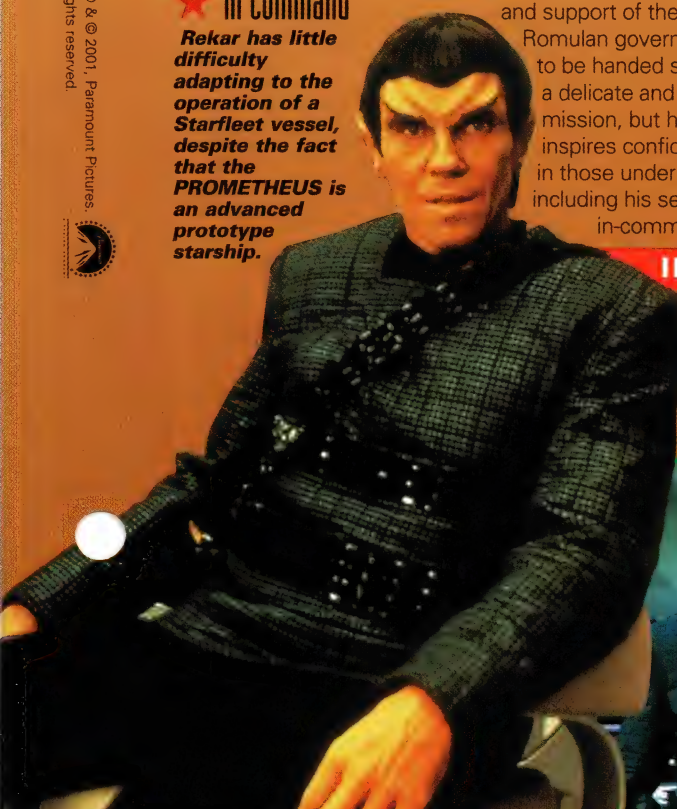
FIRST SEEN: 'Message in a Bottle' [VOY]

 **Commander Rekar appears just as comfortable in the captain's chair of the U.S.S. PROMETHEUS NX-59650 as he would aboard a ROMULAN WARBIRD.**



★ In Command

Rekar has little difficulty adapting to the operation of a Starfleet vessel, despite the fact that the PROMETHEUS is an advanced prototype starship.



Nevala. They know that he will get the job done, even if he is a demanding leader.

Expecting the best

Rekar expects full attention to duty from his crew, and is given to bursts of anger when his commands are not carried out, even if there is a good

reason. For example, he orders the *Prometheus's* warp trail to be masked to prevent Starfleet tracking the ship, but this cannot be done because of the crew's unfamiliarity with some of the onboard systems. This is not a good enough answer for Rekar, who sees

it only as an unnecessary obstruction to his mission.

The Romulan is inclined to become grim and taciturn when under pressure – such as during an attack by a pursuing Starfleet vessel – and even snaps at his subordinates. He is not inclined to show

INCREDIBLE THEFT

★ Hands on approach

Rekar oversees the operations of all his subordinates aboard the PROMETHEUS, perhaps wary of a duplicitous agent in their ranks.



★ Shocking surprise

The sight of Romulan personnel operating the controls of a Starfleet vessel is a terrifying prospect – especially when it is the advanced PROMETHEUS prototype.

OTHER CARDS IN THIS FILE...

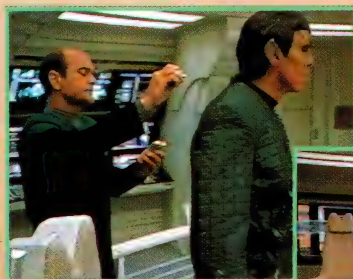
- 1 THE ROMULAN COMMANDER
- 7 COMMANDER TORETH
- 8 COMMANDER TOMALAK
- 10 NERAL

SEE OTHER FILES...

ROMULAN STAR EMPIRE.....File 12
STAR TREK: VOYAGER.....File 71



Commander Rekar



★ Scanning

The Doctor pretends to scan all of the Romulans on the bridge for signs of Torothka virus, including Commander Rekar.



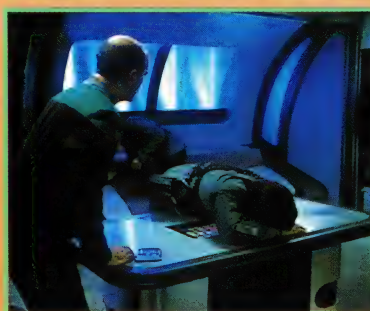
★ Suspicions

Rekar is not easily fooled by the Doctor. It takes the threat of a possible infection before he allows his crew to be scanned.



★ Close bond

Rekar and Nevala work well together. The commander places a great deal of trust in his female second-in-command, and she is empowered by his presence.



★ Thwarted

Rekar lies unconscious in the PROMETHEUS's meeting room after the EMH II floods the vessel with neurozine gas.

"I think we should consider that a successful test."

— Rekar sums up his first use of the U.S.S. *Prometheus*'s multivector assault mode.

excessive concern at injuries caused to his crew; this only becomes a consideration if they cannot perform their duties under fire. He orders them to be taken to the vessel's sickbay once the crisis is over.

Cool demeanor

His decisions are always made with a cool head, however, and he relaxes when the threat has passed, and can sometimes even make a quip about it. He will always listen to suggestions from his crew and, surprisingly, he even accepts occasional back chat from junior officers. He provides them with a reason for his actions in return, but nothing more.

The commander and his crew have obviously been exposed to a great deal of intelligence gathered on the *Prometheus*, as they are able to control many of the vessel's non-experimental systems. Rekar himself is aware of protocols such as **Attack Pattern Beta 47**, a directive that applies to the ship's revolutionary **multivector assault mode**. He has no hesitation in engaging the mode, despite the fact that it has not been tested by his Romulan commandos.

Rekar's political allegiances are uncertain — he may in fact be an operative of the **Tal Shiar**, the feared Romulan secret service. The *Prometheus* is only 40 minutes from the Romulan border when he abruptly orders a change in heading. He insists that the *Prometheus* will be given to the Tal Shiar, as he believes they will make full use of its potential in their own, stand-alone fleet. It appears that he himself has made arrangements to deliver the vessel to them.

Rekar's crew are somewhat

shocked at this revelation, as the conventional Romulan fleet is awaiting their arrival at a rendezvous point. They follow his orders nevertheless, underlining their trust in him. The fact that he has made these arrangements during the mission would seem to demonstrate a change of perspective on his behalf while they are in flight. It also indicates that he has been in contact with **Romulus** throughout the mission.

The commander's instinctive suspicion and paranoia come to the fore when he encounters the Mark I **Emergency Medical Hologram**, transported onto the *Prometheus* from the **U.S.S. Voyager NCC-74656** via an optronic signal. The **Doctor** is shocked to discover Romulans in control of a Starfleet vessel, and masquerades as the ship's own **EMH**.

Fooled by a hologram

Rekar is not wholly convinced by the hologram's story that the Romulan crew may have been infected by a nasty strain of the **Torothka virus**. He points out that no one has fallen sick, but the EMH's description of rashes and stomach cramps sway him to allow examinations on the bridge.

He maintains a close watch on the Doctor, however, and catches him out when he tries to access the vessel's environmental controls. He is quick to check the EMH's **tricorder** and discovers that he has not been taking readings at all. His initial notion is that the hologram is an operative who has been smuggled aboard by Starfleet, but in an example of truly paranoid Romulan thinking, he also entertains the idea that one of his own crew may have been

controlling the EMH's operations.

Rekar never gets the chance to test his theory, however, as he and the rest of his crew fall victim to **neurozine gas** released by the *Prometheus*'s own Mark II **Emergency Medical Hologram** through the ventilation system. The two EMHs then successfully bring the ship to a stop short of the Romulan border.

Rekar's fate is unknown, but he and his team are taken into custody by the Starfleet recovery crews that beam aboard the *Prometheus* to retake control of the vessel. He is unquestionably given a fair trial under **Federation** law, but whatever the eventual outcome, his failure to accomplish his mission spells the end of his career as a Romulan commander.

INTERROGATION

Bad Cop

Rekar conducts the interrogation of the captured Doctor himself. He is very menacing in this situation, indicating that he has experience of such grim procedures. Among his threats are simple deactivation, and a complete algorithm extraction to find out exactly what the EMH knows.

A lack of imagination inhibits Rekar's questioning, however. He calls the Doctor nothing but a computer-generated projection, and he finds it difficult to believe that the hologram could have undertaken his subversive actions independently. Neither does he believe that the EMH could have been sent from a vessel in the Delta Quadrant.

★ Questions

Rekar and Nevala interrogate the Doctor after his arrival on the PROMETHEUS.



★ Intimidation

Rekar leans in close in an attempt to intimidate his holographic prisoner. This tactic meets with much success when he threatens to destroy the Doctor's program.



Dealing with Disability

Thanks to the development of medical technology in the 23rd and 24th centuries those suffering from physical impairments and disabilities can still lead very active lives, and even pursue successful careers in *Starfleet* if they choose to.

The progress in medical science benefits greatly from the formation of the **United Federation of Planets**, with great leaps made in the treatment of many ailments and conditions due to the exchange of technologies and constant developmental work of such bodies as **Starfleet Medical**. Despite these advances, physical disability is still a way of life for some citizens in the 23rd and 24th centuries whether it is attributed to a genetic or birth defect, caused by an accident, or generated by a change in environmental conditions.

A new way of life

A number of techniques, bio-mechanical implants, and advanced electronic aids are developed and constantly refined in order to allow people with disabilities the chance to lead the life enjoyed by the able-bodied. This is particularly important for disabled individuals wishing to work within the United Federation of Planets or **Starfleet Command** due to the often physically demanding nature of the duties therein.

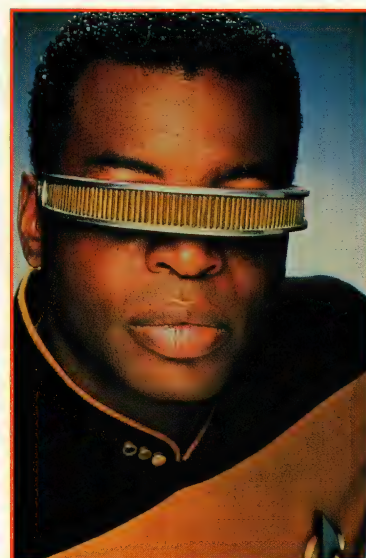
Being born with a disability does not stop **Geordi La Forge** fulfilling

his dreams of working within *Starfleet*, and following on the tradition created by his mother and father. A birth defect causes Geordi to be born completely blind, and while the first five years of his life are spent without any artificial aid, he is subsequently fitted with his **Visual Instrument and Sensory Organ Replacement**, more commonly known as **VISOR**, in 2330. For the first time the young La Forge has the ability to see via the false electronic images generated by the device, and while it allows him vision in normal light it also gives him the enhanced ability of viewing images in the electromagnetic spectrum, infrared, and radio wave frequencies. The VISOR's wraparound style is a little cumbersome, and is replaced in 2372 by a direct ocular implant resembling normal human eyes. La Forge's own optic nerves are temporarily rejuvenated by the effects of the **Ba'ku colony world** in 2375, but the chief engineer of the **U.S.S. Enterprise NCC-1701-E** finds the sight limiting compared to the wide array of sensory information afforded him by the artificial vision systems.

In some instances, a genetic birth defect can actually prove to be something of an advantage – especially in the case of **Riva**, the famed mediator from the ruling family of **Ramatis III**. Sharing the genetic characteristic with the rest of his family of profound deafness, Riva depends on telepathic communication with a Chorus of aides who act as interpreters and represent a different aspect of Riva's personality. Previous successes include a number of treaties between the **Klingon Empire** and the United Federation of Planets. When his Chorus is killed during negotiations with the warring factions on **Solais V** in 2365, Riva turns to his own credo of changing a disadvantage into an advantage, and teaches the two opposing sides sign language in order to bring them both together through a shared communicative experience.

Irreparable damage

Living with a disability from birth gives the individual time to adapt as they mature, but disabilities sustained by able-bodied persons can cause as many psychological problems as physical disadvantages. Prior to suffering severe radiation burns during an incident on a cadet training vessel in 2266, **Fleet Captain Christopher Pike** is at the peak of his *Starfleet* career, having relinquished command of the **U.S.S.**



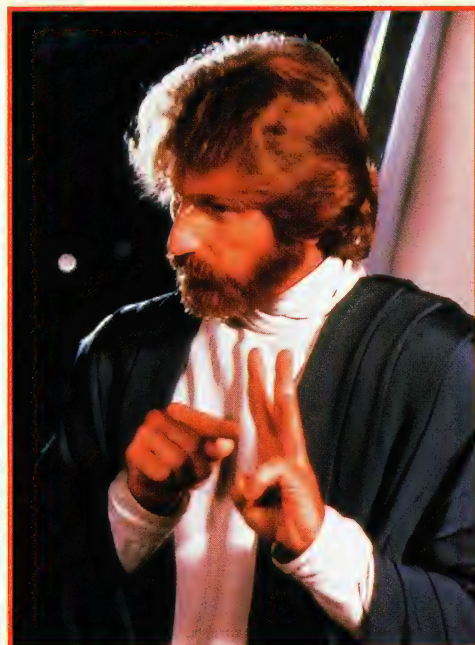
Chief Engineer Geordi La Forge of the U.S.S. ENTERPRISE NCC-1701-D was born blind and yet possesses artificial sight from his VISOR.



The regenerative effect of the Ba'ku colony world allows La Forge to view a sunrise with his own eyes for the first time.



Captain Christopher Pike's exposure to deadly Delta Rays renders him disfigured and with basic communication skills.



Riva is an accomplished mediator of treaties because he uses his inherited deafness as a means to bridge cultural difference.



Spock temporarily loses his vision when exposed to intense electromagnetic radiation in order to destroy the Denevan neural parasite attached to his body.



Dr. Simon Van Gelder develops the neural neutralizer as a cure for criminal behavior. It is later discovered to present more of a threat than a cure to his patients, however.

Dealing with Disability



▲ A Klingon warrior who is left disabled rather than dead after battle often chooses to commit ritualistic suicide rather than live life without honor as an invalid.



▲ The limited availability of Starfleet medical technology in the field cannot repair the injuries sustained by Ensign Nog at the siege of AR-558.



▲ Many victims of post traumatic stress seek counseling. Vic Fontaine helps heal Nog's psychological wounds following the loss of his leg at the siege of AR-558.

Enterprise NCC-1701 three years previously to **Captain James T. Kirk**. His exposure to **Delta rays** leaves him hideously disfigured and despite medical technology saving his life, he is wheelchair-bound and capable only of communicating via a crude audio-visual device set into the front of his wheelchair that equates to simple 'yes' or 'no' answers. Despite the fact that the electrically powered enclosed chair allows him some freedom of movement, Captain Pike finds it impossible to come to terms with his condition, and enlists the help of his former crewman, **Spock**, to take him back to **Talos IV** where he can live a full and productive life thanks to the illusory powers of the **Talosians**, who he previously encountered in 2254.

A particularly extreme reaction to disability is generated by **Lt. Commander Worf** of the **U.S.S. Enterprise NCC-1701-D** after a cargo bay accident leaves him with seven smashed vertebrae and a crushed spinal cord in 2268. Faced with severely limited mobility through the use of the then currently available **neural**

transducers implanted into key areas of the body, Worf's Klingon heritage leads him to request help in committing ritual suicide rather than face a life of disability. It is only the application of the experimental **Genetronic Replicator** technique developed by the highly controversial **Dr. Toby Russell** that leads Worf to a full recovery after a new spinal column is replicated and surgically implanted into his body, although the risk of mortality involved in the procedure is very high.

Emotional scars

Limb replacement is a far more commonplace occurrence within medical practices in the 24th century, with bionic arms and legs regularly fitted after a serious injury. During the siege of **AR-558** in 2375, the **Ferengi Ensign Nog** loses one of his legs following a vicious **Jem'Hadar** attack, despite the best efforts of attending physician **Dr. Julian Bashir**. Nog's irreparably damaged limb is subsequently replaced, eventually giving him full mobility and the chance of a normal life. Nog returns

to active duty toward the end of the **Dominion war**, and even receives a recommendation for promotion to the rank of lieutenant by **Captain Benjamin Sisko** in 2375, although the emotional scars of losing his leg take a considerable amount of time to heal for the young Ferengi.

Environmental conditions

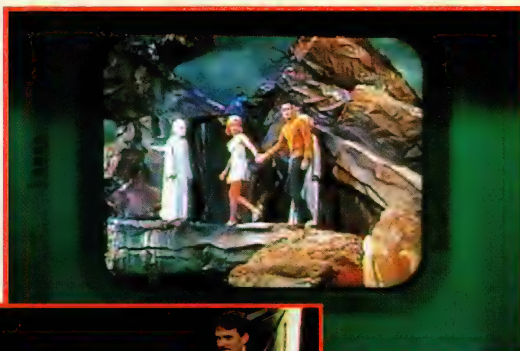
Individuals who are perfectly able-bodied in their home environment may find themselves immediately disadvantaged in conditions differing from their own, such as the **Elaysian Melora Pazlar**, who comes from a very low gravity planet to serve aboard **Deep Space Nine** in 2370. Melora has to use a lightweight, flexible powered exoskeleton in conjunction with a wheelchair to function effectively within **Class-M**



▲ **Melora Pazlar's disability results from the gravity differential from her homeworld.**

gravity fields, and while **Dr. Julian Bashir** develops a revolutionary motor cortex treatment, Melora chooses not to adapt, but to retain her suitability for life within the **Elaysian environment**.

▶ **Captain Christopher Pike** is returned to **Talos IV** in 2267 in order to allow him to live out the remainder of his life in a **Talosian-created illusion**. In this reality his body is free of crippling injury.



▶ The potential benefits of genetic alteration may seem good to prospective patients, but the effects can often be unpredictable and potentially harmful, possibly even leading to mental illness.

OCCUPATIONAL HAZARD

Injured in the line of duty

In an unrealistic timeline, **Chief of Security Tuvok** of the **U.S.S. Voyager NCC-74656** is blinded while attempting to defuse an undetonated **chroniton torpedo** embedded in the hull. He cannot be relieved of active duty, and so adapts his control console with a tactile interface so it can be operated by touch alone.

▶ Led by the arm

Seven of Nine offers to assist the blind Tuvok in his usual duties aboard **VOYAGER**.



▶ A friend's grief

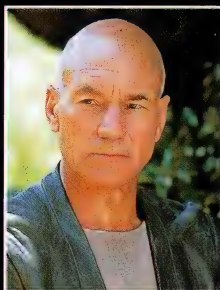
Captain Kathryn Janeway is agonized by the injuries Tuvok sustains. The guilt she feels as a friend vies with the responsibilities she possesses as a **Starfleet captain**.



STAR TREK: INSURRECTION INDEX

Part 1 The crew of the *U.S.S. Enterprise NCC-1701-E* travel to a mysterious world deep within the Briar Patch where they find their oath to the **United Federation of Planets** put to the test, and are willing to risk their lives in order to preserve the way of life for the **Ba'ku**, and the amazing rejuvenative effects of the world they have come to call home.

STARFLEET PERSONNEL



Captain Picard
File 43 Card 27



Commander Riker
File 43 Card 28



Lt. Cmdr. Data
File 43 Card 29



Commander Troi
File 43 Card 30



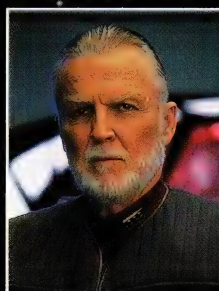
Dr. Crusher
File 43 Card 31



Lt. Cmdr. Worf
File 43 Card 32



Lt. Cmdr. La Forge
File 43 Card 33



Admiral Dougherty
File 43 Card 82

STARFLEET COVERT SURVEILLANCE



Starfleet Covert Surveillance File 58 Card 20

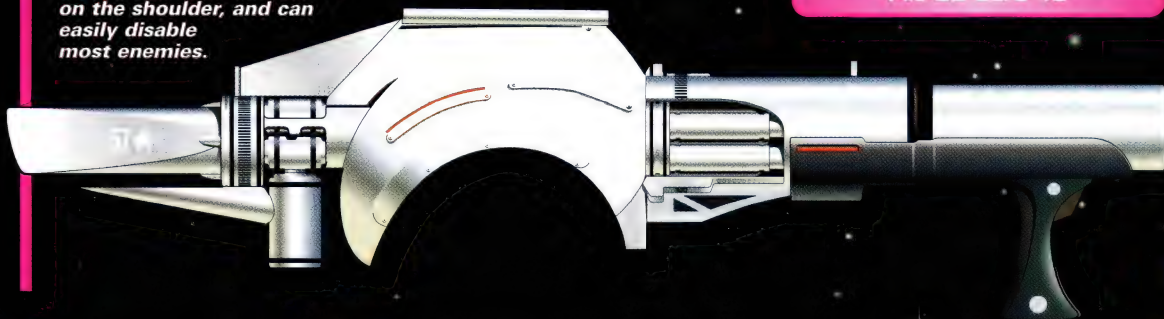
◀ A unique suit allows Federation personnel to remain cloaked during covert surveillance missions.

▶ A malfunctioning Data causes panic as he runs through the Ba'ku village.



ISOMAGNETIC DISINTEGRATOR

▼ The Isomagnetic Disintegrator is carried on the shoulder, and can easily disable most enemies.



Isomagnetic Disintegrator File 60 Card 18

DRESS UNIFORMS



▶ The new Starfleet's dress uniform takes the form of a fitted white tunic, with either a white or gray insert depending on rank, over black pants. The regulation duty boots finish the smart ensemble.

Starfleet Dress Uniform: 2375 File 61 Card 11

STAR TREK: INSURRECTION Index Part 1

FEDERATION HOLOSHIP



FEDERATION HOLOSHIP
File 31 Card 20

The **FEDERATION HOLOSHIP** is one of the most important elements of the joint Federation-Son'a mission to relocate the Ba'ku from their colony world.

ENTERPRISE LIBRARY



The U.S.S. **ENTERPRISE** NCC-1701-E features an extensive library of traditional books and computer terminals linked to the ship's main LCARS systems.

ENTERPRISE: Library
File 26 Card 11

TRANSPORT INHIBITORS

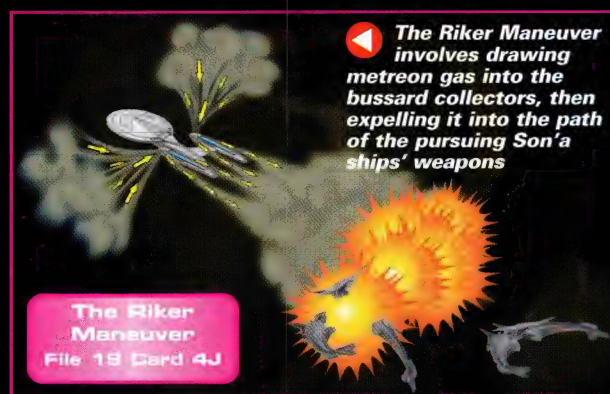


The crew of the U.S.S. **ENTERPRISE** NCC-1701-E use transport inhibitors to prevent the Ba'ku from being beamed off their colony world.

Transport Inhibitors
File 59 Card 10



THE RIKER MANEUVER



The Riker Maneuver
File 19 Card 4J

The **Riker Maneuver** involves drawing metreon gas into the bussard collectors, then expelling it into the path of the pursuing Son'a ships' weapons.

CAPTAIN'S YACHT



CAPTAIN'S YACHT
File 26 Card 12

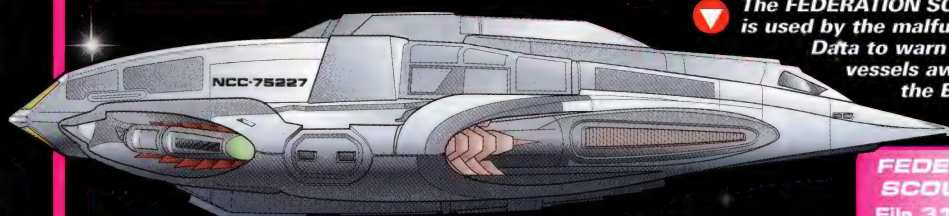
Deploying the CAPTAIN'S YACHT
File 26 Card 12A

The **CAPTAIN'S YACHT** is a long-range auxiliary vessel designed for use in missions that require an extended period away from the U.S.S. **ENTERPRISE** NCC-1701-E.

The **CAPTAIN'S YACHT** is deployed from the underside of the saucer section.



SHUTTLECRAFT AND DOCKING



The **FEDERATION SCOUT SHIP** is used by the malfunctioning Data to warn Son'a vessels away from the Ba'ku colony world.

FEDERATION SCOUT SHIP
File 31 Card 19

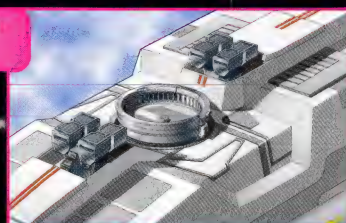
The shuttlecraft attached to the U.S.S. **ENTERPRISE** NCC-1701-E are sleek and highly maneuverable short-range vessels.

Shuttlecraft
File 26 Card 13



Docking at High Speed
File 19 Card 3A

Docking at high speed is an extremely risky maneuver that requires precision flying in order to perfectly align the external docking clamps of both ships.



STAR TREK: INSURRECTION FILES

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VENTRAL VIEW



FORE VIEW



▲ **QATAI'S VESSEL** is dwarfed by the bioplasmic organism its pilot pits it against. It has survived all encounters, albeit with considerable damage.



▲ The broad forward viewing ports located on the bridge of the small vessel provide Qatai with an extensive view of his prey.



▲ **QATAI'S VESSEL** is strong enough to survive the constant bioplasmic attacks it endures whenever it enters the immense spaceborne life form.

QATAI'S VESSEL

First recorded: 2375

Type: Unknown

Remarks: *Qatai's Vessel* can be operated by just one crew member. It is a sturdy design, and has successfully withstood almost four decades of continuous use.

FILE 40 OTHER STARSHIPS

Qatai's Vessel

A small, battered vessel is the only companion that Qatai has had in his decades long battle against a vast bioplasmic life form that claimed the lives of his friends and family.

On Stardate 52542.3, the *U.S.S. Voyager NCC-74656* encounters what appears to be a wormhole leading back to **Sector 001**; however, while the majority of the crew celebrate their impending return to the **Alpha Quadrant**, secondary scans reveal its true nature to be a gigantic **bioplasmic organism**. The creature uses psychogenic manipulation to make the crew believe that they have finally found a means of returning home. Subsequent scans reveal that **Qatai**, an individual obsessed with the destruction of the creature, is lodged in the digestive tract of the life form, having waged a personal war against it since 2336. His lengthy quest began when the creature destroyed the *Nokaro*, a vessel upon which Qatai and approximately 3000 of his race were traveling. Qatai survived the destruction, but the entire ship's complement – including his family – were killed.

Faithful starship

The primary weapon Qatai has at his disposal is his battered and temperamental ship that also doubles as his home during his 39 year hunt against the malevolent creature, and while *Voyager's* **Emergency Medical Hologram** points out that the life form appears only to act on instinct, Qatai is convinced that the beast has an intelligence and must be destroyed.

Qatai's Vessel is a small, agile craft that bears the scars of its encounters with the bioplasmic life form on its outer hull. It is constructed from a series of light and dark brown discolored plates, and the configuration suggests that it originally served as some form of cargo transporter, as its entire central section consists of five identical modular units locked together between the bow and the stern. The forward three units have a deep incision on the starboard side caused by the creature's bioplasmic discharges that have cut through the exterior binding strips running along the outside of the angular units, although the damage does not directly affect the vessel's performance.

The bow of the ship contains the small bridge and main control systems, including weapons, propulsion, and navigation. An excellent forward view is provided via a number of cockpit windows to the front, and slopes downward to the double pronged leading edge of the craft, between which is positioned a single tetrayon-based particle beam cannon. Targeting sensors have the ability to lock onto part of the creature's interior and fire a short continual orange-white stream, and while Qatai has been unsuccessful in locating the creature's primary **neural nexus**, the weapon is used to

great effect during attempts to free both Qatai and *Voyager* from inside the digestive tract. An amount of antimatter is released from the *Intrepid*-class vessel's warp core, and when fired upon by Qatai, an electrolytic reaction is created that eventually causes the creature to expel both *Voyager* and *Qatai's Vessel* from its innards.

Located port and starboard of the main container units are symmetrical engine pylons, angled out toward the thicker support struts at the rear of the main hull. The pylons appear to contain some form of nacelle within a narrow framework that glow blue when the ship is under power, and while the vessel's maximum speed and range is not known, it is highly maneuverable at impulse speeds. The port and starboard supporting fins contain two oval-shaped pods in their centers, and the rear edges of the fins have a series of small, illuminated red lights similar to the single beacons set into the leading edge of the nacelles. The stern of the ship is slightly shorter than the bow unit and attaches directly to the rear container section. It has two small blue exhaust ports on its upper port and starboard edges. Two angled flat fins protrude from the back of the nacelle support struts and surround the stern unit on either side, forming the trailing edge of the ship.

Battle scars

Qatai's war of wills with the bioplasmic creature has resulted in many confrontations, and while he is virtually impervious to its telepathic abilities, he has been fooled a number of times in the past, resulting in the gradual erosion of his vessel's capabilities. The shields on the vessel allow him to enter the creature in order to mount an attack, but will ultimately fail due to constant bioplasmic bombardment, although shield frequencies can be reconfigured in order to make them a little more resistant on the advice of the **Doctor**. Qatai's success in detecting the creature suggests that his vessel's scanners have the ability to detect it from relatively long ranges and extrapolate its intended course, and the audiovisual communications system can operate at a range of three point four light years through the interference created by the creature's internal organs. During the course of his four decade hunt, Qatai has amassed a great amount of data on his prey and his vessel's computer systems are capable of interfacing with those aboard *Voyager* – including his "stubborn" targeting array that is susceptible to destabilization by bioplasmic bombardment. Qatai has also had to master every aspect of his ship during his quest, including the repair of heavy damage to the vessel's engines.

OTHER CARDS IN THIS FILE...

- 63 *STETH'S SHIP*
- 74 *IMPOSTOR SHIP*
- 75 *FLEA SHIP*

SEE OTHER FILES...

- SPACE PHENOMENA.....File 5
- STAR TREK: VOYAGER.....File 71



Qatai pilots his small vessel from a cluttered bridge. Both ship and captain have endured much in their long quest against the bioplasmic organism.



QATAI'S VESSEL is a compact, and sturdy ship. It has coped admirably with the torment it has suffered in almost 40 years of constant conflict.

STARSHIP FACTS

- ▶ When **Qatai's Vessel** is discovered by **Seven of Nine** within the **bioplasmic organism**, the small ship's shields are approximately 15 minutes away from complete failure. **Qatai** states that they are the only thing holding the craft together.
- ▶ **Qatai** maintains a thorough database of the creature's anatomy aboard his vessel, which ultimately proves to be most useful in the attempt to free his ship and the *U.S.S. Voyager NCC-74656* from the beast.



Qatai's Vessel

VENTRAL VIEW

STARBOARD VIEW

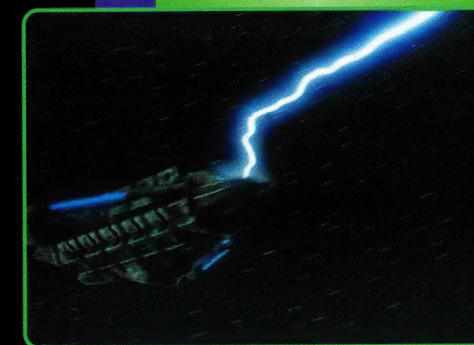
FORE VIEW



▲ QATAI'S VESSEL is dwarfed by the bioplastic organism its pilot pits it against. It has survived all encounters, albeit with considerable damage.



▲ The broad forward viewing ports located on the bridge of the small vessel provide Qatai with an extensive view of his prey.



▲ QATAI'S VESSEL is strong enough to survive the constant bioplastic attacks it endures whenever it enters the immense spaceborne life form.

QATAI'S VESSEL

First recorded: 2375

Type: Unknown

Remarks: *Qatai's Vessel* can be operated by just one crew member. It is a sturdy design, and has successfully withstood almost four decades of continuous use.

DORSAL VIEW



AFT VIEW





R update

Rafin Young photometric **Defender** belonging to the **Fourth Vori Defense Contingent**. Rafin, a component of **Chakotay's** indoctrination drama, was killed during his first skirmish. (*Starship Log: 'Nemesis' [VOY]*) **SEE FILES 18, 71**

Rama leaf

Vegetation employed by **Talaxians** to bolster cell walls to withstand exposure to deadly **theta radiation**. Rama leaves, along with **Katyllian cloves**, were crushed and ingested. (*Starship Log: 'Juggernaut' [VOY]*) **SEE FILE 71**



Neelix took a Rama leaf concoction in an attempt to protect himself from theta radiation aboard a MALON GARBAGE SCOW.

Ramsay, Biddy

Female mentioned by characters in the **U.S.S. Voyager NCC-74656's** **Fair Haven** holoprogram, who knew how to resist fairy magic. Biddy gave **Seamus** her reference book and silver spoon, for hypnosis purposes, before dying. (*Starship Log: 'Spirit Folk' [VOY]*) **SEE FILE 71**

Ranek

Lokirrim starship captain dedicated to finding and deactivating **photonic insurgents**. Ranek was unaware that his tactical officer, **Jaryn**, was romantically interested in him, and pursued **Seven of Nine**, who secretly harbored the **Doctor's** consciousness. (*Starship Log: 'Body and Soul' [VOY]*) **SEE FILES 18, 71**

Ransom, Captain Rudolph, III

Starfleet exo-biologist respected for making **First Contact** with the **Yridians**. Ransom's ship, the **U.S.S. Equinox NCC-72381** was stranded in the **Delta Quadrant** where he was killed following an attack by the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Equinox', Parts I and II [VOY]*) **SEE FILES 31, 43, 71**

ray gun

Name given to energy-directed weapons used in visual and textual entertainment on 20th-century Earth. In 2063, **Lily Sloane** referred to **Captain Jean-Luc Picard's** phaser as her "first ray gun." The **Captain Proton** holoprogram terminology favored ray gun over phaser. (*Starship Log: 'First Contact', 'Night' [VOY]*) **SEE FILES 71, 79**



Lily Sloane returned Captain Jean-Luc Picard's phaser to him in 2063, after admitting that it was her "first ray gun."



Captain Ranek became attracted to the physical form of **Seven of Nine** while the **Doctor** controlled her body in 2377.

Rebi

Wysanti male teenager who, with twin brother **Azan**, was rescued from the **Borg** by **Seven of Nine** in 2376. The following year, Rebi and Azan returned to their homeworld with **Mezoti**. (*Starship Log: 'Collective' [VOY]*) **SEE FILES 52, 71**

Red Match

Tsunkatse terminology. A Red Match is only concluded when one of the contestants dies. **Seven of Nine's** first **Tsunkatse** bout in 2376 was to be a Red Match. (*Starship Log: 'Tsunkatse' [VOY]*) **SEE FILE 71**



Seven of Nine fought a Tsunkatse match against the Hiren warrior she had befriended during her captivity. Both combatants survived the match.

Red River

Name of a sports team in the **Lakeside league** on the time-differential planet in the **Delta Quadrant**. During the **Doctor's** time on that world he witnessed a famous play-off game involving the Red River team. (*Starship Log: 'Blink of an Eye' [VOY]*) **SEE FILES 18, 71**

Regis, Ensign Edward

Member of the **U.S.S. Equinox NCC-72381** crew under **Captain Rudolph Ransom**. Regis was killed by **Interspatial Aliens** in 2375, just before **Captain Kathryn Janeway** made contact with the **Equinox**. (*Starship Log: 'Equinox', Parts I and II [VOY]*) **SEE FILES 31, 71**

regression technique

Mental health technique to bring repressed memories to the fore. In 2374, the **Doctor** developed a regression technique subroutine based on the work of **Jung** and **Amanin** of **Betazed**. (*Starship Log: 'Retrospect' [VOY]*) **SEE FILES 43, 71**

Remi

Brunali teenager who was one of **Icheb's** playmates. When Icheb returned home, Remi, along with **Mala** and **Rivel**, was there to welcome him. Icheb did not remember Remi. (*Starship Log: 'Child's Play' [VOY]*) **SEE FILES 18, 71**

Rafin
Rama leaf
Ramsay, Biddy
Ranek
Ransom, Captain Rudolph, III
ray gun
Rebi
Red Match
Red River
Regis, Ensign Edward
regression technique
Remi
Rescue of B'Elanna Torres, The
Revenge of the Creature
Right of Vengeance
Rings
Robbins, Harold
rock and roll music
root beer
Roy
Rulat
Ryan, Officer Burt
Ryan, Timothy
Rynar
Ryson, Ensign



Captain Rudolph Ransom elected to ignore the Prime Directive in an effort to expedite his return to the Alpha Quadrant.



The Doctor encouraged Seven of Nine to undergo regression therapy in order to determine whether or not she had been assaulted in 2374.



Rescue of B'Elanna Torres, The

Play written by **Delta**

Quadrant author, **Kelis**, as a sequel to 'The Away Mission of B'Elanna Torres.' 'Rescue' helped avert a war, and ended with B'Elanna Torres beaming up to her ship. (*Starship Log: 'Muse' [VOY]*) **SEE FILES 18, 58, 71**



Kelis's Voyager plays were incredibly popular with his local Regent.

Revenge of the Creature

Motion picture from 20th-century Earth that represented a first step away from two-dimensional entertainment. **Tom Paris** recreated this experience in a 3-D movie theater holoprogram aboard the **U.S.S. Voyager NCC-74656** in 2377. (*Starship Log: 'Repression' [VOY]*) **SEE FILE 71**



Tom Paris surprised B'Elanna Torres with his movie theater date aboard the **U.S.S. VOYAGER NCC-74656**. The 3-D motion picture required the audience to wear special glasses.

Right of Vengeance

Part of the **Klingon** code of civil rights. When the **House of Duras's** crimes against the **House of Mogh** were revealed, the **Right of Vengeance** gave **Worf** the legal right to kill the perpetrator. (*Starship Log: 'The Sword of Kahless' [DS9]*) **SEE FILES 11, 48, 70**

Worf had the legal right to kill a member of the House of Duras in Klingon law after they were found to be responsible for the dishonoring of his own house.



Captain Kathryn Janeway found herself enjoying the game of Rings whenever she visited the Fair Haven holodeck program in order to further her relationship with Michael Sullivan.

Robbins, Harold

1916-1997. North American male novelist from Earth, famous for writing **The Carpetbaggers**. **Admiral James T. Kirk** peppered his vocabulary with colorful metaphors and profanity based on **Harold Robbins's** documentation of 20th-century communication styles. (*Starship Log: 'Star Trek IV: The Voyage Home' [VOY]*) **SEE FILE 75**



Dr. Sevrin's followers enjoyed rock and roll music, and even performed an impromptu jam session aboard the **U.S.S. ENTERPRISE NCC-1701** in 2269.

Tom Paris tried to convince the **Qomarians** that rock music was better than opera or jazz. (*Starship Log: 'The Way to Eden' [TOS]; 'Star Trek IV: The Voyage Home', 'Nothing Human' [VOY]*) **SEE FILES 68, 71, 75**

root beer

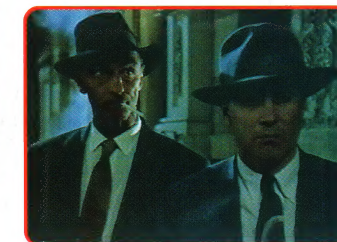
Non-alcoholic, sweet, carbonated beverage from Earth, made from root extracts and yeast available from the **Deep Space Nine** **replimat** and **Quark's bar**. **Quark** and **Garak** could not understand root beer's popularity, though **Nog** was an aficionado. (*Starship Log: 'Facets' [DS9]*) **SEE FILE 70**

Roy

Holographic micro-surveillance device, which took the form of a holographic housefly, created by **Dr. Lewis Zimmerman** at the request of **Starfleet Intelligence**. Zimmerman retained Roy as a pet after the project was terminated. (*Starship Log: 'Life Line' [VOY]*) **SEE FILES 66, 71**

Rulat

A **Kazon** warrior under **Seska's** command during her capture of the **U.S.S. Voyager NCC-74656** in approximately 2372. Rulat also tussled with **Chakotay** in 2377 after a **chrono-kinetic surge** recreated the takeover. (*Starship Log: 'Shattered' [VOY]*) **SEE FILE 71**



Officer Burt Ryan and his partner Kevin Mulkahey seriously assaulted author **Benny Russell** in **Captain Sisko's** vision.

Ryan, Timothy

Person in the **Fair Haven** holoprogram. Ryan was regarded for trout fishing. He died from the croup, though some blamed the **Widow Moore** for giving him a fatal curse. (*Starship Log: 'Fair Haven' [VOY]*) **SEE FILES 29, 71**

Rynar

Kor's father. Rynar was a descendant of the **Imperial Court**, able to trace his ancestry to the blood of **Kahless**. By the time of **Kor's** death, Rynar and that entire house were no more. (*Starship Log: 'Once More Unto the Breach' [DS9]*) **SEE FILE 70**

Ryson, Ensign

Crew member aboard the **U.S.S. Voyager NCC-74656**. In 2375, **Neelix** had prepared a leg of **Kelaran Wildebeest** for **Ryson's** birthday. Ryson never ate the meal because it was stolen by **Seven of Nine** as she suffered from multiple personalities. (*Starship Log: 'Infinite Regress' [VOY]*) **SEE FILES 29, 71**